



REFERENCE MANUAL

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

QUICK INSTALL

Insert the **JANE'S FLEET COMMAND™** CD into your CD-ROM drive. The AutoInstaller appears. If the AutoInstaller does not appear, click the START button on your Windows taskbar, then click RUN. In the dialog box, type d:\jauto, then click OK (substitute the correct letter of your CD drive if other than "D").

Select INSTALL from the AutoInstaller screen. The Setup Wizard appears.

The Setup Wizard walks you through the installation of the game. At each interval, click NEXT to move to the next step or CANCEL to quit setup.

During installation, you are asked if you want to create a shortcut to **JANE'S FLEET COMMAND** on your desktop. If you want a shortcut created, click YES. Next you will be asked to install DirectX™ 6.0. Click YES to install or NO to cancel.



NOTE: DirectX 6.0 is required to run **JANE'S FLEET COMMAND**.

After setup is complete, click on this icon to play. Alternately, you can click on the game shortcut in the Jane's Fleet Command folder in the Jane's Combat Simulations group on the Start Menu.

- ➡ Following the license screen and opening videos, you enter the Main menu ([Main Menu](#), p. 7). This is the starting point from which all game activities are based.
- For complete installation instructions, please see the enclosed **JANE'S FLEET COMMAND** Reference Card.

WELCOME

JANE'S FLEET COMMAND presents realistic 3D graphical models and accurate simulation of the maneuvering, weapon, and sensor capabilities of U.S., Allied, Neutral, and potentially hostile forces. These forces include surface, air, and submarine platforms, and significant weapon systems, for 16 different countries. Information on these naval forces is readily accessible through the Jane's Reference Browser. **JANE'S FLEET COMMAND** also includes a critical extension to naval warfare through the addition of land installations, such as airports, SAM sites, factories, power plants, and other installations. As a Fleet Commander, you are responsible for the strategic positioning of forces, weapon and sensor employment, and the safety of your Task Force.

JANE'S FLEET COMMAND provides tutorial missions to familiarize you with some basic naval operations prior to diving into a wide variety of single missions ranging from easy to very difficult. The campaign regions provide you an opportunity to test all of your skills to complete your mission objectives while defending your fleet from formidable enemies. Multiplayer missions are available to test your naval warfare skills against up to four other players. Finally, with the mission editor you have the ability to create your own combat scenarios, to practice certain skills or to attempt an adventurous regional conflict.

The manual is divided into the following 13 chapters, each detailing aspects of background or gameplay.

TIME: THE NEAR FUTURE	A political overview of the global situation in the Campaign scenario; set in the not-too-distant future.
MAIN MENU BASICS	Instructions for logging in and a brief look at the options available in the Main menu.
GAMEPLAY BASICS	Summarizes basic gameplay, mouse and keyboard commands with enough information to help you get your fleet underway quickly.
MAIN MENU DETAILS	An in-depth look at Options features and the Jane's Reference Browser.
GAMEPLAY DETAILS	Expanded information on game screens, a detailed description of mouse and keyboard commands, engaging the enemy, and launching aircraft.
MISSIONS AND CAMPAIGNS	Describes all single, multiplayer, and campaign missions with hints for completion.
GAME STRATEGY	Guidance on platform, weapon and sensor employment and explanatory information on Naval Warfare Mission Areas.
MISSION EDITOR	Details how to custom-build your own mission for single or multiplayer.
MULTIPLAYER	Instructions for hosting or joining a multiplayer game.
APPENDIX A	Glossary of Acronyms
APPENDIX B	Glossary of Terms
APPENDIX C	Ship-based Aircraft
APPENDIX D	Order of Battle

TIME: THE NEAR FUTURE

With the collapse of the ruble, the Russian economy melted down and chaos closed in. The democratically elected government, paralyzed by a stubborn Communist-dominated Duma and helpless in the face of events, crumbled rapidly. Anxious to avoid either civil war or a return to the doomed days of Soviet socialism, the military stepped in and assumed power. Order was returned to the streets and the people sullenly accepted the new regime. The economy however was still in shambles.

The United States, believing the coup was a smoke screen for a return to Soviet expansionism, refused to aid the stumbling Russian economy and blocked all aid from international organizations. This bolstered the persuasive powers of military hardliners in Russia's governing junta. The West, they argued, has always been the enemy, determined to make us crawl in the dust. How can we let Russia be humiliated so? Soon their rhetoric wooed the armed forces to their side. The moderates were forced to collaborate or resign. Those remaining saw Russian nationalism as a diversion from harsh economic conditions and a military buildup

as a way out of financial ruin. As the West looked on with horror, the conservatives of Russia began a swift and ambitious rearment program.

To the southeast of the desperate Russian empire, the world's nascent superpower China watched with delight. Its economy was booming thanks to the West looking the other way, always watching Russia. The ruling members of the Chinese Communist party gladly extended a massive flow of financial aid to their strapped neighbor. With reassuring and friendly words they tried to lure Russia back towards its militaristic past and an alliance with China—or at least hoped to create a major distraction to the West as their long range plans neared fruition.

China succeeded beyond their wildest dreams. The Russian junta immediately began rattling its saber in the direction of Japan, where the long-contested Kuril Islands lay to the island nation's north. Reversing the previous government's policy of a gradual return to Japan, the junta instead began moving forces into Siberia. Its Pacific Fleet patrolled further and further from the Russian coast, circling the Kurils like a shark.

Meanwhile, the Chinese regime claimed a series of border violations on the Burmese frontier. Troops moved to the border; the People's Liberation Army sailed through the Straits of Malacca and toward the port city and capital, Rangoon. Long regarded as an international pariah, Burma would get no sympathy. China reasoned, while the West was busy scrambling in alarm over the rise of Russia. As Burma slowly strangled, new overtures came from Beijing toward Taiwan and its exiled Nationalist Chinese government, offering a brotherly reunion.

The West watched these developments with shock and surprise. The two powers thought to have been reduced to minor threats—one destroyed through economic ruin and the other pacified by prosperity—had risen up and formed a new alliance. This time, however, the looming war didn't seem like it would be cold. The U.S. cautiously but determinedly began moving its massive fleet toward the Pacific, preparing for anything.

As the superpowers began circling each other again, another Asian powder keg began to smolder. India, long fancying itself a rising superpower since gaining nuclear capability, decided now was the time to stretch its muscles and assert its strength. Its nemesis to the west, Pakistan, also sat on a sizeable nuclear stockpile—to heat up the disputed province of Kashmir might not be a good idea—and the suddenly expansionist Chinese empire lay immediately to the north. India, not wanting to trigger world war, looked instead for a safer target. The long, drawn-out civil war in Sri Lanka had long stuck in India's throat. The conflict between Sri Lanka's government and the Tamil guerrillas had long tempted India with the lure of intervention (to save the persecuted Indian minority, not to conquer territory, of course). The nearby presence of a large U.S. fleet in the Indian Ocean did not deter India. The fleet's eyes, it thought, were surely trained on China. The U.S. would never intervene in a local, internal conflict and risk India abandoning neutrality and joining the Russo-Chinese alliance. India began turning up the political heat on Sri Lanka, and the tiny island nation prepared for the worst.

Determined not to let the world slide into global, potentially nuclear, conflict, the West decided a massive show of force was needed. The U.S. decided to sail its Indian Ocean fleet close to Sri Lanka and deflate any ambitions on India's part.

From there the U.S. fleet would skirt close to Burma, sail through the Straits of Malacca, and then into the Pacific. Once there the U.S. fleet would parade through the Taiwan Strait between the armed camps of China and Taiwan, hopefully deterring China's goal of a "friendly reunion."

Then the fleet would push on to the seas around Japan, to station itself close to the Kuril Islands, claimed by Japan, occupied by Russia.

As the fleet began its mission, the boiling conflicts began to spill over. Reports reached the U.S. of the Indian Navy massing and heading in the direction of Sri Lanka. Isolated Burma had its nightmare realized as China, refusing to tolerate “blatant violations of its territorial integrity,” poured its massive People’s Liberation Army over the border and quickly occupied the entire country. The Straits of Malacca were closed. Ominous reports coming out of Thailand recount Russian vessels joining the PLA Navy in the blockade.

As the nations of the West protested and attempted diplomatic solutions, the U.S. Indian fleet began its mission. It now had an excuse to move closer to India: the evacuation of the American ambassador and his staff. Perhaps India could still be convinced not to attack Sri Lanka. Next, the fleet would proceed to open the Straits of Malacca, by peaceful means or by force if necessary. It was up to China to decide if the fleet could sail through, or if it would be forced to blast its way through.

Again the world found itself on the brink of total war. From all over the globe, humanity watched as U.S. warships headed toward the Indian subcontinent. China and Russia howled at this blatant act of provocation and mobilized their forces. Not blinking, determined to make them stand down, the powerful U.S. battle fleet began its dangerous journey.

MAIN MENU BASICS

The Main Menu is where you access the gameplay options of **JANE'S FLEET COMMAND**. From here, you adjust game settings, launch tutorials, single missions or the Campaign, create custom missions or multiplayer action, and check the career of your current commander. Here you also find Jane's Reference, a guide to the fleets of the game and their respective platforms.

LOGIN

First, you must log in:

1. Following the opening video, the LOG IN box appears, with the Command Center in the background.
2. Enter your fleet commander's name in the LOG IN box. If you have already created a commander or commanders, click on the name under which you want to play. Your commanders' careers are automatically tracked by the game. (See *>Admiral's Log* on p. 11)
3. When you have created or chosen a commander for your mission, click OK. The Main menu appears.
4. Click the Main menu item you wish to access.



MAIN MENU

TUTORIALS

To get a good grasp of the interface of **JANE'S FLEET COMMAND**, it is recommended you try the tutorials before proceeding to the missions or campaign. The basic procedures are described in four tutorials, each devoted to an aspect of gameplay such as command of platforms and weapons deployment. Master these training missions and you are prepared to take your fleet into action.

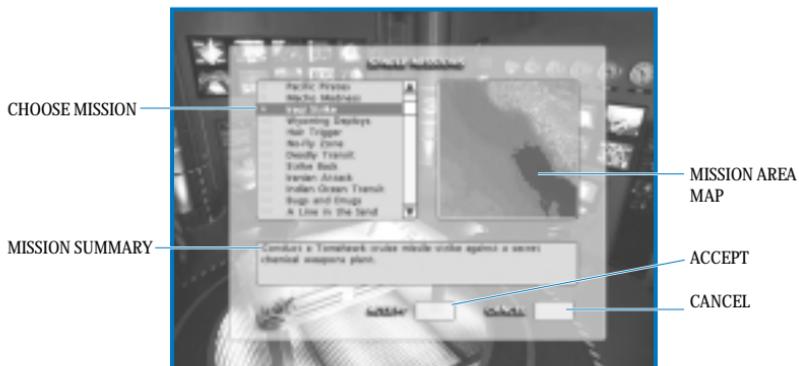


NOTE: Ambient and 3D sounds are disabled during all tutorial missions to allow the player to hear the tutorial instructions without interference from other sound sources. Time compression is also disabled.

TUTORIAL #1	Guides you through the point-and-click interface used to issue commands to the platforms under your control.
TUTORIAL #2	Describes how to conduct basic air-to-air and air-to-ground combat missions.
TUTORIAL #3	Trains you in the basics of surface ship warfare: helicopter air control, surface warfare, air warfare, and anti-submarine warfare.
TUTORIAL #4	Covers carrier combat: how to launch aircraft from the carrier deck, identifying unknown aircraft, and combat air patrol missions.

SINGLE MISSIONS

Choose from many challenging situations taking place in various potential global hotspots from the North Sea to the Taiwan Straits. The missions vary in difficulty, and the composition of friendly and hostile forces. Mission objectives also vary, from conducting limited surface strikes to accomplishing multiple tasks. For information on specific Single Missions see *> Single Missions in Missions and Campaigns* on p. 71



To begin a single mission:

1. Click the mission title of your choice. A description of that mission appears along with a map of the region where the mission takes place. Stars next to the mission name denote level of difficulty, from one star (easy) to four stars (most difficult).
2. Click ACCEPT if you want to play that mission, or CANCEL to return to the Main menu.
3. The Mission Tasking screen appears with further information on the goals and dangers of the operation. You are given another chance to accept or reject the mission.
4. Click ACCEPT to begin the scenario, or CANCEL to return to the Single Missions screen.

CAMPAIGNS

The campaign consists of four scenarios. Your Carrier Battle Group (CVBG) must first intervene in the Indian Ocean, where India is threatening to invade its small island neighbor Sri Lanka. If you achieve the mission's goals, your fleet will re-supply and rearm itself and begin the next scenario.

Upon successful completion of each mission, you continue to the next as your fleet makes its way toward the waters around the Kuril Islands and a final showdown with the resurgent Red Fleet. For more background on this near-future conflict, see *>Time: The Near Future* on p. 5.

To begin the Campaign:

1. From the Main menu, click Campaigns. You are taken to the Campaigns screen.
2. The box in the upper left lists the missions in the Campaign. The first mission is highlighted in blue; the others are grayed-out. You must start with the first mission.
3. To proceed from one mission to the next, you must successfully complete all the goals of the specific mission and score a minimum mission effectiveness rating. The mission effectiveness rating increases for each campaign mission:

MISSION 1: Bay of Bengal: 50% or higher score to proceed.

MISSION 2: Strait of Malacca: 55% or higher score to proceed.

MISSION 3: Taiwan Strait: 60% or higher score to proceed.

MISSION 4: Kuril Islands: If you complete the final mission with a score of 65% or higher, you are honored with a victory video.

4. Click the first mission. Its description appears. Click ACCEPT to receive the mission brief.
5. Click ACCEPT to load the first mission and begin the campaign. Between successful missions, your fleet re-supplies and prepares itself for the next theater of action.

MISSION EDITOR

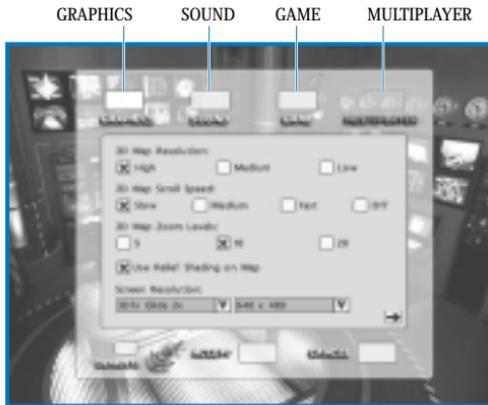
Custom build a mission as tough as you want, anywhere you want, with enough randomly generated events that it becomes different each time it is played. You can vary any combination of 16 fleets in **JANE'S FLEET COMMAND** in alliances and rivalries of your choosing, along the coasts or far into the seas anywhere in the world. For more information, see *>Mission Editor* on p. 94.

MULTIPLAYER

Up to four players can link up via Internet or a local network, choose their navies and their alliances, and engage in combat against human opponents or computer AI. For more information, see *>Multiplayer* on p. 135.

OPTIONS

The sights and sounds of **JANE'S FLEET COMMAND** can be adjusted to suit your needs with the Options menu. There are also adjustments you can make to the play of the game for either easier play or more realism. For more information, see *>Options in Detail* on p. 24



OPTIONS

GRAPHICS: Adjust the 2D map's resolution and scroll speed, and adjust the quality of the game's graphics and effects. Here you also set the in-game zoom level. *>Options in Detail/Graphics* on p. 25.

SOUND: Adjust the volume levels for music, ambient sound, voice (flight instructor, ship, and aircraft messages), sound effects, and 3D sound effects. See *>Options in Detail/Sound* on p. 27.

GAME: The beginner may want to adjust the difficulty of the game. Here are several options to make gameplay a bit easier for those just starting out. Click the box to the left of these options to activate these aids. See *>Options in Detail/Game* on p. 28.

QUICK AIRCRAFT LAUNCH: Shortens the time it takes your carriers and airports to get their planes in the air. (See [Launching Aircraft](#) on p. 19.)

ON-DEMAND SUB COMMS: When ON you can order a submarine to communications depth before its scheduled arrival time.

REPLENISH AIR STATIONS: When ON, aircraft at air stations are automatically rotated as they run low on fuel.

EMCON AT MISSION STARTUP: The Emissions Control (EMCON) option defaults to ON at game installation. At the start of the game, all ships' sensors are off. You must manually activate the sensor systems you wish to use. With EMCON option ON, all aircraft airborne at the start of a mission have as default their sensors ON. With EMCON option OFF, all platforms begin the game with their radar ON. The setting at game exit is in effect at next startup.

SHIPS AUTO-ENGAGE INCOMING MISSILES: When ON, your ships engage incoming missiles without a direct order from you.

AIRCRAFT ENGAGE HOSTILES AFTER PERFORMING VID: When ON your aircraft automatically engage any contact it identifies as hostile without a direct order from you.

AUTO-ID INCOMING AIR TARGETS: When ON any air track approaching at a speed exceeding 500 knots is automatically classified as Air Assumed Hostile.

ADMIRAL'S LOG

The Admiral's log tracks the careers of each commander you create. Here you find the results of your current commander's completed missions. To see the specific results and score for each completed mission, double click on that mission's name. See [Admiral's Log in Detail](#) on p. 23.

JANE'S REFERENCE

Known around the world for accuracy and up-to-the-minute information, Jane's has specs for every weapons platform in **JANE'S FLEET COMMAND**. Come here for facts and figures about your fleet—and those of your enemies. For information on how to access Jane's information from all areas of the game, see [Jane's Reference in Detail](#) on p. 29.

To access Jane's Information:

1. Click the Jane's Reference button on the Main menu. Jane's Information opens.
2. Click the nation and then the platform about which you want to learn more.
3. Click the folded edge of the page in the upper-right corner to proceed to the next page of platform information.

→ To exit Jane's Information, move the cursor off the book on the right side of the screen and click. You return to the Main menu.

EXIT

→ Click EXIT. You have the option to change your commander or to leave the game.

GAMEPLAY BASICS

The in-game tutorials (see [Tutorials](#) on p. 8) walk you through the interface and many aspects of gameplay. Below are concise descriptions of the game screen and basic commands. Information here allows you to get underway in a hurry. For more information see [Gameplay Details](#) on p. 32

THE COMBAT DIRECTION SYSTEMS DISPLAY (CDS) SCREEN

The Combat Direction Systems (CDS) screen, the main game screen, consists of four distinct display areas: the 2D Tactical Display (2D Map), the Regional Map, the 3D Window, and the Data Display.



2D TACTICAL DISPLAY MAP

Here you can select, or hook, a platform by left-clicking on its symbol. You can issue orders to your fleet from the 2D map and keep a close eye on the mission. See [2D Tactical Display in Detail](#) on p. 32.

- ▶ Press **+**/**-** on your keyboard or key pad to zoom in/out and get a better view of the mission's progression regardless of where your cursor is on the screen. You can also hold **CONTROL** and left/right-click to zoom in/out at the cursor location. If your mouse has a scrolling wheel, you can use it to zoom in/out.
- ▶ Press **I** on your keyboard to choose the view of your platforms, NTDS (Naval Tactical Data System) symbols or visual representations of the platforms. Cycle through symbol sizes and NTDS with successive presses of **I**. For more information see [Symbol Displays](#) on p. 14.



NOTE: A hooked platform is denoted by a white box around its symbol. Any contact sending an audio radio communication message is denoted by a white circle around its symbol for as long as it is speaking. If a platform is hooked and delivers an audio message, the white circle does not display.

REGIONAL DISPLAY MAP

This map shows a quick view of the total mission area. **Blue** dots represent your fleet, **red** dots represent the enemy, **green** dots are neutral, and **yellow** dots are unidentified objects. The **purple** square shows the area currently displayed in the 2D map.

- ▶ Press to shrink or enlarge the purple square. This zooms the 2D Map in/out.
- ▶ Click and drag the purple square to pan the 2D Map view.
- ▶ If you are zoomed in, click on a platform (represented by the colored dots) to center the 2D Map over it.

3D VIEW

Hooked platforms are displayed in graphic 3D representation in the 3D Window. Press and to zoom your view in/out, or press v and the arrow keys to rotate the angle of your view, regardless of where your cursor is on the screen.

- ▶ Press to switch the 2D and 3D screens to get a bigger view of critical moments in the mission, watch planes take off and land on carriers, or follow the progress of a missile to its target.
- ▶ Press to bring your 3D screen to Action Camera view. This feature captures the key events between 3D views of the selected (hooked) platform. See [>3D View in Detail/3D Camera Views](#) on p. 37.

DATA DISPLAY

This box shows the current statistics for a hooked platform, either yours, your enemy's or neutral. If the object has not been identified, no information is yet known. Keep track of your platforms' weapons loadout, fuel, and damage assessment. See [>Data Display in Detail](#) on p. 39.

THE COMBAT DIRECTIONS SYSTEMS DISPLAY (CDS) MENU

The CDS Menu allows you to customize 2D map features, save, and exit a mission. Press to deselect all objects then right-click anywhere on the CDS screen to bring up the CDS Menu. A check mark indicates the feature is activated. To select a menu option, left-click on the option. Selecting a checked option turns it OFF. Selecting an unchecked option turns it ON.

SYMBOL: Select from small, medium, or large 3D graphic symbols or NTDS symbols. Repeated selection cycles through all options. See [>Combat Direction Systems Display \(CDS\) in Detail/2D Tactical Display in Detail/Map Symbols](#) on p. 33.

SYMBOL CONTROLS: Display PIM (Position and Intended Movement) legs, velocity leaders (heading indicators), air stations, or ship stations on the 2D map. Velocity (heading) indicators are on by default. See [>CDS Screen in Detail/2D Tactical Display in Detail/Map Symbols/Symbol Controls](#) on p. 33.

FILTERS: Select which symbols display in the 2D map. See [>CDS Screen in Detail/2D Tactical Display in Detail/Map Symbols/Filters](#) on p. 33.

DRAWING TOOLS: Draw an air corridor on the map, add a range circle to the map or around a platform, or mark and label a position on the map. See [CDS Screen in Detail/2D Tactical Display in Detail/Map Symbols/Drawing Tools](#) on p. 34.

SAVE GAME: Save the game at the current point in time without exiting the mission. See [Gameplay Details/Ending a Mission/Save and Exit](#) on p. 69.

SAVE AND EXIT: Save the mission and exit to the main menu. See [Gameplay Details/Ending a Mission/Save and Exit](#) on p. 69.

EXIT MISSION: Exit the mission. You are not given an opportunity to save the game if you select this option. See [Gameplay Details/Ending a Mission/Exit to Mission Debrief](#) on p. 69.

SYMBOL DISPLAYS

Contacts are displayed on the 2Dmap as either Naval Tactical Data System (NTDS) symbols or as small, medium, or large 3D graphic symbols. The CDS Menu and the  key permit you to select the manner in which these contacts are displayed. See [Gameplay Details/2D Tactical Display in Detail/Map Symbols](#) on p. 32.

COLORS AND ALLIANCES

All contacts on the 2D map are classified by the game as Ownside, Allied, Hostile, Unknown, or Neutral. Both the NTDS symbols and 3D graphic symbols use color to represent side alliances.

COLORS

JANE'S FLEET COMMAND uses the following colors to denote side alliances.

COLOR	ALLIANCE	COLOR	ALLIANCE
Blue	Ownside	Orange	Allied
Red	Hostile	Yellow	Unknown
Green	Neutral		

When a platform is destroyed, its symbol turns a shade of gray depending on its alliance. Destroyed platforms belonging to Ownside appear as a light shade of gray while all other destroyed platforms display as a dark shade of gray.

In general, a gray symbol indicates the platform is unavailable. For Ownside there are two cases when a sub platform is unavailable: either it has been destroyed or it is below communications depth. Be sure you check a sub's damage level in the Data Display to ensure you do not confuse the two.

ALLIANCES

JANE'S FLEET COMMAND uses the following definitions when assigning alliances to contacts in missions.

OWNSIDE: All platforms, weapons, and land based sites under the control of the country of the current commander. Orders can only be issued to Ownside platforms.

ALLIED: All platforms, weapons, and land based sites under the control of countries allied with Ownside. You can not issue orders to Allied platforms, but they do attack hostile targets on their own.

HOSTILE: All platforms, weapons, and land-based sites identified as belonging to countries hostile to the country of the current commander and Allied forces.

UNKNOWN: Any contact not yet identified as Allied, hostile, or Neutral.

NEUTRAL: All platforms not declaring side alliance in the current dispute.

AIR ASSUMED HOSTILE: An air contact not identified but assumed to be hostile because of its proximity to a known hostile platform or site.

SUB ASSUMED HOSTILE: A sub-surface contact not identified but assumed to be hostile because of its proximity to a known hostile platform or site.

NAVAL TACTICAL DATA SYSTEM (NTDS) SYMBOLS

The shape and color of NTDS symbols provide important information concerning the type and alliance of screen contacts. Ships, submarines, airplanes, and missiles have different NTDS shapes and colors depending on alliance. Some NTDS symbols are the same shape regardless of alliance. In those cases, you must rely on the color of the symbol to determine the alliance of the track.

NTDS	OBJECT	NTDS	OBJECT
	Submarine, Ownside/Allied		Missile, Ownside/Allied
	Submarine, Hostile		Missile, Hostile, Unknown
	Submarine, Unknown		Torpedo
	Submarine, Neutral		Helicopter
	Aircraft, Ownside/Allied		Mine
	Aircraft, Hostile		Land-based Object
	Aircraft, Unknown		Downed Pilot
	Aircraft, Neutral		Air Station (CAP)
	Surface Ship, Ownside/Allied		Explosion
	Surface Ship, Hostile		Ship Station
	Surface Ship, Unknown		Rally Point
	Surface Ship, Neutral		

3D GRAPHIC SYMBOLS

By default contacts are displayed on the 2D map as NTDS symbols. You may prefer to view contacts as small graphical symbols representing the 3D models. You can view these symbols in small, medium, or large sizes by toggling through the options on the 2D Map right-click menu or by repeatedly pressing the  key. In most cases, color is the only indication you have of side alliance when using the 3D Graphic Symbol view.

SYMBOL	OBJECT	SYMBOL	OBJECT
	Submarine		Patrol Craft
	Aircraft, military		Commercial Vessel
	Aircraft, civilian		Missile, Mine
	Downed Pilot		Torpedo
	Helicopter		Airport
	Carrier		Sam Site
	Destroyer		Land Site

The following display as NTDS symbols even when 3D graphic symbols are selected.

- Air Station (CAP)
- Ship Station
- Explosion
- Rally Point

GAME CURSORS

The following table lists all the cursors you may encounter during game play. Along with an illustration of each cursor, the name as it is referred to in this document and a brief description of where and why you may see the cursor is provided.

CURSOR	NAME	DESCRIPTION
	Air Corridor	Appears while you are drawing an air corridor on the 2D map
	Air Station	Appears when a single aircraft of Ownside is hooked and the cursor moves over an air station to which the aircraft can be assigned
	Arrow	Default cursor indicating no other action is taking place; appears on the Regional Display map, the 2D map, the Data Display and the 3D View

CURSOR	NAME	DESCRIPTION
	Cross	Appears when you are attempting to place a position mark on the 2D map
	Grab	Appears when you are moving an air or ship station on the 2D map
	Hand	Appears when you have selected an air or ship station and are about to move it on the 2D map; also appears on the Regional Display map when the purple rectangle is being dragged to a new location
	Hourglass	Appears while the game is performing some activity which requires you to wait
	Invalid	Appears on the 2D map whenever the cursor passes over a target which is invalid for the current command or action
	Multiple Invalid	Appears on the 2D map whenever the cursor passes over a target which is invalid for the current queued command
	Multiple Position	Appears on the 2D map whenever the cursor is over a valid area required by a queued movement command (e.g., Transit)
	Multiple Target	Appears on the 2D map whenever the cursor is over a valid target required by a queued command (e.g., Engage, Engage With, Rescue, Jam)
	Multiple ID	Appears on the 2D map whenever the cursor is over a valid target required by a queued Identify command
	Position	Appears on the 2D map whenever one or more moveable Ownside platforms are selected and the cursor is over a valid transit location
	Range Circle	Appears while you are drawing a range circle on a platform or on the 2D map
	Search	Appears when you are drawing a search box on the 2D map within which the selected aircraft performs a Sonobuoy Search
	Ship Station	Appears when a single ship of Ownside is hooked and the cursor moves over a ship station to which the ship can be assigned
	Crosshair or Target	Appears when one or more Ownside platforms are selected and the cursor passes over a Hostile platform on the 2D map whenever one of the following commands is issued: Identify, Engage, Engage With, Jam, Rescue; also appears as the default cursor when one or more Ownside platforms are selected and the cursor passes over any Hostile platform
	Eye	Appears when one or more Ownside platforms are selected and the cursor passes over an Unknown platform on the 2D map
	Zoom	Appears when the 2D map is zooming in or out

ISSUING COMMANDS

As commander, you issue orders to your fleet from the CDS screen with either mouse or keyboard commands. Commands can only be issued to your own selected blue contacts.

BASIC MOUSE COMMANDS

Gameplay in **JANE'S FLEET COMMAND** depends, to a large extent, on controlling your mouse. While the in-game Tutorials instruct you in most aspects of mouse controls (See [>Tutorials](#) on p. 8), the basic mouse functions are described below.

LEFT-CLICK: Clicking the left button of your mouse over an object while the cursor is over it selects that object.

RIGHT-CLICK: Clicking the right button of your mouse issues commands to the selected Ownside platform. If you hook one of your platforms and right-click over a contact or on the map, the defaults listed below occur.

RIGHT-CLICK ON ENEMY OR NEUTRAL OBJECT: The hooked platform moves to attack the chosen enemy object. The best weapon for the attack is automatically selected. (See [>Engaging the Enemy](#), p. 19)

RIGHT-CLICK ON UNKNOWN: The hooked platform moves to identify the unknown object.

RIGHT-CLICK ON FRIENDLY PLATFORM: The right-click options menu appears, from which specific commands are issued. (See [>Platform Options Menu](#) below.)

RIGHT-CLICK ON THE 2D MAP OR REGIONAL DISPLAY MAP: The hooked platform transits to that map position. If the platform is a group leader, the objects in the group follow it in transit.

PLATFORM OPTIONS MENU COMMANDS

When you right-click on one of your own hooked platforms on the 2D map, the platform's Options menu appears. Here you issue specific orders to elements of your fleet. Left-click and slide the cursor down the options list and its sub-menus. To select an option, left-click on that option. Each platform has its own set of options. Following is a list of commands common to most weapons platforms.

EA TIP To safely display the right-click menu for a hooked platform, right-click in the Data Display area of the CDS screen instead of on the hooked platform's symbol in the 2D map. This ensures you bring up the Platform Option Menu instead of inadvertently issuing a right-click order.

ENGAGE WITH: Call up a menu of weapons available on your platform. Left-click to select your chosen weapon. Move the cursor over the desired target. The cursor becomes a crosshair. Right-click to launch the attack.

FLIGHT DECK: Call up a list of the aircraft stationed on the ships in your fleet. Click on a carrier's flight deck to call up a list of all available aircraft onboard (See [>Launching Aircraft](#),

below). Many ships aside from carriers also have small launch areas from which helicopters—very useful for ASW (anti-submarine warfare) and rescue operations—lift off. For information on how to change an aircraft's loadout, see [Gameplay in Detail/Launching Aircraft](#) on p. 50.

IDENTIFY: Left-click the command and move the cursor over the unknown object. The cursor becomes an eye. Right-click the contact to order your craft to approach and identify unknown objects as Friendly, Enemy, or Neutral platforms. This is a very useful function to avoid accidentally shooting down civilian airliners or antagonizing neutral nations.

SENSORS: Calls up a menu of the detection systems in operation. Left-click to activate or deactivate chosen systems. Pressing **SHIFT** + **C** activates the selected platform's radar systems.

RETURN TO STATION: Left-click to command your platform to return to its original position.

RETURN TO BASE: Left-click to command your platform to return to its airbase, carrier, or ship of origin.

RESCUE: Left-click to prepare a platform for a rescue mission. Move the cursor over the downed pilot and right-click. Your craft proceeds to his location to rescue him.

ENGAGING THE ENEMY

Each platform has a range of weapons with which to attack the enemy or defend itself. The basic commands to target and attack an enemy are the same for all platforms. For more instruction, it is recommended you play Tutorials 2 and 3 (see [Tutorials](#) on p. 8) These tutorial missions contain details and allow practice in the various aspects of combat. For in-depth information, see [Gameplay Details/Engaging the Enemy](#) on p. 47.

To engage the enemy:

1. Left-click to select the platform you're using for the attack.
2. Right-click on the selected platform. The Platform Options menu appears. Slide the cursor to ENGAGE WITH:.
3. A menu of the weapons available to your platform appears. Move the cursor to the weapon you want to choose for your platform's attack. Left-click again to load the weapon.
 The weapon's range appears as a red circle with your platform in the center.
4. Move the cursor over the enemy target and right-click. If the target is within range, your platform prepares and fires the weapon. If the target is outside weapon range, the platform moves into range before firing.
➡ For a quick attack, left-click on your chosen platform and right-click on the enemy target. Your platform automatically moves in for the attack using the most appropriate weapon.

LAUNCHING AIRCRAFT

When launching aircraft from a platform, the time it takes to get the craft airborne depends on its state of preparedness. Keeping a steady number of aircraft on alert status ensures your fleet's air force can get airborne and into the fight as quickly as possible. See [Launching Aircraft In Detail](#) on p. 50.

To launch aircraft:

1. Click FLIGHT DECK from the selected platform's right-click menu. The Flight Dialog appears.
2. The aircraft selection box in the top center of the Flight Dialog displays the aircraft pending for launch and the platform's other available aircraft. Click the arrow on the right side of the aircraft selection box to see a list of the available aircraft types.
3. Click the aircraft type you wish to prepare for launch in the aircraft selection box. The Flight Dialog now shows a list of that aircraft type and columns displaying their state of readiness.
4. All craft take a total of 30 minutes to prepare for launch. You can raise each aircraft's state of readiness by clicking the desired Alert column: 5, 15, or 30 minutes to launch. Your platform's crew begins readying that aircraft to be prepared for launch in that time.
5. When you choose to launch your aircraft, click the LAUNCH button. The time it takes for the craft to get airborne depends on its state of alert. If you anticipate a need to get some fighters into the air quickly, put a force on Alert 5. This way, when the launch command comes, they can be airborne in 5 minutes.

Aircraft receiving orders to take off but not assigned an Alert status need 30 minutes to launch.

QUICK AIRCRAFT LAUNCH on the Game Options screen reduces the launch time from minutes to seconds. When ON, aircraft require only 5, 15, or 30 seconds to launch. Craft receiving orders to take off but are not assigned an alert status, need only 30 seconds to launch. This setting is ON by default.

KEYBOARD COMMANDS

A concise list of the keyboard commands is shown here. For more information see [Keyboard Commands in Detail](#) on p. 55

GENERAL KEYS

 F1	Show key commands onscreen (game pauses).
 F2	Toggle 2D/3D screen positions.
 F4	Access comms screens: View tasking messages, intelligence reports, and comms messages. In Multiplayer mode you can send chat messages as well as view the chat history.
 F5	Access ASTABs (Automated Status Boards): displays information on damage, fuel consumption, and weapons loadout for all Ownside and Allied platforms, as well as a summary of the mission's effectiveness and battle results.
 F6	Access Options screen (See Options in Detail on p. 24.)
 F7	Access Jane's Reference Browser.
CONTROL + I	Minimize game.

 T	Toggle time scale (Time compression: 1x-4x) (See <i>Keyboard Commands in Detail</i> on page 55.)
 P	Pause game.
 G	Save game.
 CONTROL + G	Save and Exit.
 Q	End mission.
 K	Multiplayer chat.
 CONTROL + D	Make a screen capture. (See <i>Keyboard Commands in Detail</i> on p. 55.)

3D KEYS

 CONTROL + ↑/↓/←/→	Pan view.
 CONTROL + +/−	Zoom in/zoom out.
 L	Lock view.
 F3	Full-screen 3D view.
 F9	Tethered camera view of selected platform.
 F10	Fly-by camera view of selected platform (returns to tethered view when done).
 F11	Action camera view of key events (returns to tethered view when done).
 F12	Detach camera view from selected platform.

2D KEYS

 SHIFT + A	Show/hide allies.
 SHIFT + T	Show/hide threats.
 SHIFT + N	Show/hide neutrals.
 SHIFT + U	Show/hide unknowns.
 SHIFT + B	Show/hide ESM (Electronic Warfare Support Measures) bearing lines.
 SHIFT + V	Show/hide velocity leaders (heading indicators).
 SHIFT + K	Show/hide track numbers.
 SHIFT + G	Show/hide tags (OFF by default).
 SHIFT + M	Show/hide PIM (Position and Intended Movement) legs (OFF by default).
 S	Show/hide ship stations (OFF by default).
 A	Show/hide air stations (OFF by default)
 Y	Show/hide default tactic (OFF by default)

CONTROL + 1 – 9	Assign group (See Platform Maneuvering on p. 88)
CONTROL + SHIFT + 1 – 9	Show group members
1 – 9	Select group
SPACEBAR	Hook speaking platform. (See Keyboard Commands in Detail on p. 55.)

MAP CONTROL KEYS

↑ ↓ ← →	Pan map.
+ -	Zoom in/zoom out.
CONTROL + RIGHT/LEFT MOUSE	Zoom in/zoom out.
MOUSE WHEEL	Zoom in/out.
I	Toggle NTDS (Naval Tactical Data System)/3D graphic symbols.
TAB	Select next closest platform in current view.
SHIFT + X	Center map at cursor.
R	Activate quick range circle.
X	Toggle latitude/longitude display ON/OFF.
Z	Toggle scale display ON/OFF.
ENTER	Add location marker at cursor; add a label to the location marker by selecting the marker and pressing e.
CONTROL + A	Add air corridor.
CONTROL + M	Add range circle to map.
CONTROL + V	Toggle radar coverage.
DEL	Deletes selected map object.
ESC	Cancels current operation.

PLATFORM SHORTCUT KEYS

V	Identify.
E	Engage.
B	Return to base.
SHIFT + S	Return to station.
C	Jam.
SHIFT + C	Toggle EMCON (radar) ON/OFF for selected units.
SHIFT + R	Rescue pilot.
CONTROL + R	Search.
CONTROL + N	Aircraft scram (disengage from threat) north.

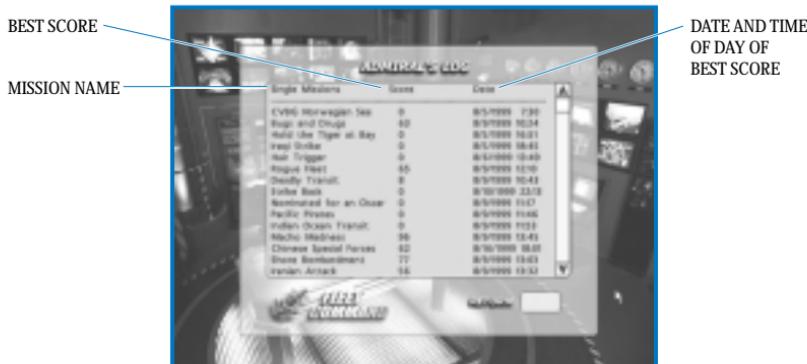
CONTROL + S	Aircraft scramble (disengage from threat) south.
CONTROL + E	Aircraft scramble (disengage from threat) east.
CONTROL + W	Aircraft scramble (disengage from threat) west.
F	Flight deck.
J	Access Jane's Reference about currently selected object.
SHIFT + 1	Set speed of selected object slow.
SHIFT + 2	Set speed of selected object medium.
SHIFT + 3	Set speed of selected object fast.
SHIFT + 7	Set altitude/depth of selected object low/shallow.
SHIFT + 8	Set altitude/depth of selected object medium.
SHIFT + 9	Set altitude/depth of selected object high/deep.
CONTROL + C	Stay at communications depth.
CONTROL + J	Comms interval 1 hour (interval of time subs rise to communications level).
CONTROL + K	Comms interval 2 hours.
CONTROL + L	Comms interval 4 hours.
M	Show/hide user commands.
SHIFT + P	Show/hide rally points: launched aircraft fly to the launching platform's designated rally point and patrol there until given further instructions. You must select a launching platform prior to issuing this command. Click and drag the rally point to change its position.
CONTROL + P	Toggle platform range circle drawing.

MAIN MENU DETAILS

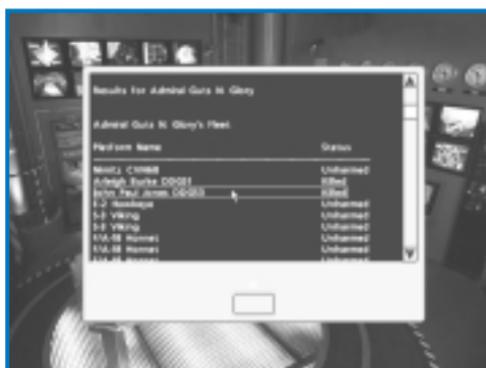
ADMIRAL'S LOG IN DETAIL

The Admiral's Log allows you to review the results of missions you have played. **JANE'S FLEET COMMAND** maintains a log for every commander you create. The log displays the best score for every mission attempted by your current commander.

Missions are grouped by category. *Other Missions* displays the names of tutorial, multiplayer, and user created missions. The names of *Campaign* and *Single* missions display in their respective categories. It may be necessary to scroll down to see all missions completed by your commander. The date and time you completed your best score for a mission follows the mission's name in the log.



To see the specific results and score for a listed mission, double-click on that mission's name. In a separate window you see the same information that was displayed on the Debrief screen when you completed that mission. Click on the names of killed or damaged platforms to display the name of the platform and weapon inflicting damage. Clicking on items in the *Assigned Tasks* column displays information on the completion status of that task.



OPTIONS IN DETAIL

The options available in **JANE'S FLEET COMMAND** are described in detail below. The Options screens are accessible from the Main Menu by clicking on the Options button and during gameplay by pressing **F6**. Some options can only be set prior to the start of a game. The game retains all of your option settings at game exit, so if you customize your settings, they are restored the next time you play the game.

- ❑ An **X** in the square button to the left of an option indicates that the option is activated. In the Sound screen, the square button follows the listed option.
- Click on the square button to toggle its state.
- Click on the ACCEPT button to save any new selections.

- ❑ ACCEPT saves changes made to all Options screens, not just the current screen.
- ❑ Click on the CANCEL button to maintain your previous settings.
- ❑ CANCEL does not save changes to any Options screens including the current screen.
- ❑ Click on the DEFAULT button to return the settings to those originally installed.
- ❑ DEFAULT returns options to their originally installed values on all screens.

GRAPHICS

The Graphics options are contained on two screens. To access the second page of Graphics options click on the right-facing arrow in the bottom right corner of page one. Click the left-facing arrow on page two to return you to the first page of Graphics options.



NOTE: In general, setting options to OFF or LOW improves game performance, but causes the graphics to look pixelated and less visually pleasing.

GRAPHICS OPTIONS: PAGE 1:

2D MAP RESOLUTION: HIGH, MEDIUM, LOW. This setting determines the visual quality of the 2D map. (Defaults to HIGH)

2D MAP SCROLL SPEED: SLOW, MEDIUM, FAST, OFF. When the cursor is placed at the edge of the CDS screen, it turns into a scroll arrow and scrolls the view in the 2D map in the direction of the arrow. These settings control how fast the screen scrolls. (Defaults to SLOW)

2D MAP ZOOM LEVELS: 5, 10, and 20. This setting determines the total number of zoom levels available between the completely zoomed out and the completely zoomed in states of the 2D map. (Defaults to 10.)

USE RELIEF SHADING ON MAP: When ON, this option offers better visualization of land and ocean contours on the 2D Map. (Defaults to ON.)

SCREEN RESOLUTION: Two drop down lists appear under this label. The drop down list on the left displays the valid display drivers for your computer. The drop down window on the right displays all valid resolutions for each driver.

The list of drivers varies from computer to computer but the Default option is always available. The DEFAULT option tells the game to pick the best display driver at 640x480 resolution. The game first tries glide (native 3dfx API), then tries any D3D secondary displays, then the D3D primary display driver, in that order, until a valid 640x480 driver can be found. A valid driver is one that supports a defined set of 3D hardware acceleration features. Typical video boards support this set of features, so it is likely that a D3D driver is selected at 640x480.

The driver option and resolution displayed in the two windows are the current settings in use. If a driver other than the current driver is chosen, that driver is not activated until the game has exited and restarted. You are prompted of this requirement upon saving the graphics options. Changing the resolution to something other than 640x480 does not require a game restart.

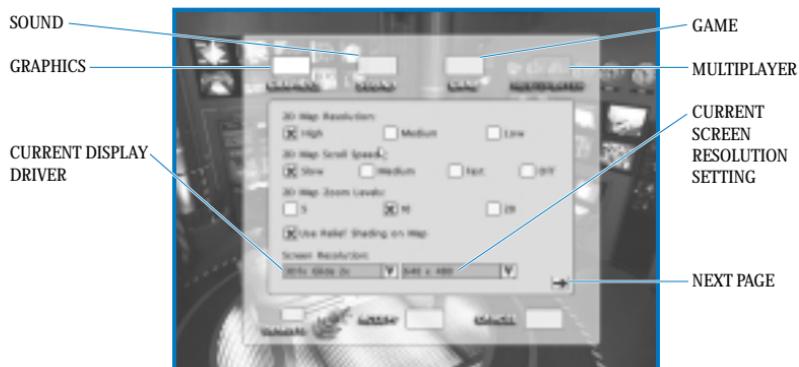
The game supports the following resolutions (depending on your hardware):

- 640x480, 800x600, 1024x768, 1280x1024, and 1600x1200.

Your machine may not be able to use all of these.



NOTE: For resolutions other then 640x480, the game switches to the higher resolution only for the "in-game" screens. During this switch, the user may experience a blank screen for a brief period of time.



GRAPHICS OPTIONS: PAGE 2

TERRAIN QUALITY: HIGH, MEDIUM, and LOW. This setting determines the visual quality of 3D land terrain and directly effects game performance. Use the LOW setting if you have a low-end CPU or video board. (Defaults to HIGH.)

SMOKE QUALITY: HIGH, MEDIUM, and LOW. This setting determines the visual quality of the smoke from explosions and resulting fires. (Defaults to MEDIUM.)

ANIMATED WATER: When this setting is activated, water in the 3D view appears as rolling waves. Selecting this option can cause a substantial reduction in frame rate on lower-end computers. (Defaults to OFF.)

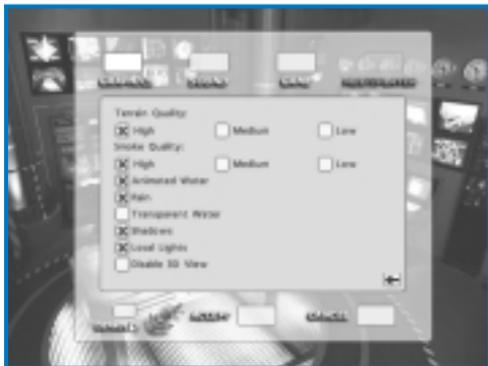
RAIN: Rain displays in the 3D view when appropriate if this option is activated. (Defaults to ON.)

TRANSPARENT WATER: When activated, objects just below the water's surface, such as hulls and propellers, are visible through the water and wakes are less clearly defined. (Defaults to OFF.)

SHADOWS: When activated, all 3D objects display shadows in daylight hours when weather conditions permit. (Defaults to ON.)

LOCAL LIGHTS: When activated, lighting effects in the area around explosions, lightning, and missile launches are seen. (Defaults to ON.)

DISABLE 3D VIEW: When activated, no 3D objects appear in the 3D view. Turning this option on provides a significant improvement in game performance. (Defaults to OFF.)



SOUND

From the Sound screen you can set levels for all available sounds in **JANE'S FLEET COMMAND** or turn them off completely. If you have chosen a minimal install of **JANE'S FLEET COMMAND**, you may find that game performance is improved by turning off sound options.

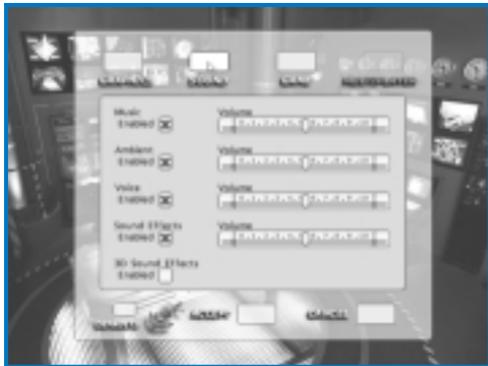
MUSIC ENABLED: When this option is activated, background music is on. (Defaults to ON.)

AMBIENT ENABLED: When activated, platform engine and missile flight sounds are on. Turning this feature off may provide a slight improvement in game performance. (Defaults to ON.)

VOICE ENABLED: Tutorial instructor, ship, and aircraft crews voices are on when this option is activated. (Defaults to ON.)

SOUND EFFECTS ENABLED: Sound effects for explosions, missile launches, and guns are heard this option is selected. (Defaults to ON.)

3D SOUND EFFECTS ENABLED: This option requires 3D sound card support. Selecting this option provides a Doppler effect for ambient sounds in the game. Turning this option off may improve game performance. (Defaults to OFF.)



GAME

Game options allow you to adjust the difficulty of the game. Some options decrease the time needed to complete a mission. Other options relieve you of the responsibility for engaging specific types of threats.

QUICK AIRCRAFT LAUNCH: This option shortens the unit of time required to launch an aircraft from minutes to seconds. For example, instead of a 5, 15, or 30 minute launch time requirement, with Quick Aircraft Launch ON these times are reduced to 5, 15, and 30 seconds. For more information see *>Launching Aircraft in Detail* on p. 50. (Defaults to ON.)

ON-DEMAND SUB COMMS: Submarines can only be given orders when they are at communications depth (Comms depth). They are timed in the game to rise to communication level only at specific time intervals. With this option ON, you can command the sub to rise to comm level at any time, provided it is not engaged in combat, bypassing the programmed interval. (Defaults to OFF.)

REPLENISH AIR STATIONS: With this option ON, aircraft at air stations are automatically rotated as they run low on fuel or are destroyed. If you send your aircraft on a mission, this option no longer applies. (Defaults to OFF.)

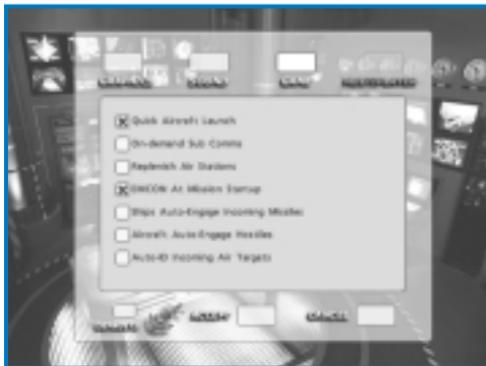
EMCON AT MISSION STARTUP: As defined in the game, any platform in Emissions Control (EMCON) status has all radars and passive sonars turned off. Since this option defaults to ON, that means that at the start of the game, all ships' sensors are off. You must manually activate the sensor systems you wish to use by accessing the platform's right-click SENSORS menu.

With this option ON, all aircraft that are airborne at the start of a mission have their radars ON, but any aircraft launched during gameplay from a platform in EMCON is also in EMCON. If you turn this option OFF, all platforms start the game with their radars ON. This option can not be changed during gameplay. (Defaults to ON.)

SHIPS AUTO-ENGAGE INCOMING MISSILES: When this option is ON, your ships automatically engage incoming missiles with the best weapon available as soon as they are within range. When this option is OFF, you are responsible for defending your ships from missile attack. (Defaults to OFF.)

AIRCRAFT ENGAGE HOSTILES AFTER PERFORMING VID: When this option is ON, your aircraft automatically engage any contact it identifies as hostile without a direct order from you. When this option is OFF, aircraft return to station after they have identified an unknown contact. (Defaults to OFF.)

AUTO-ID INCOMING AIR TARGETS: When this option is ON, any air track approaching at a speed exceeding 500 knots is automatically classified as Air Assumed Hostile. When this option is OFF, such contacts are classified as Unknown until visually identified. (Defaults to OFF.)



MULTIPLAYER

The Multiplayer button on the Options screen is only enabled when playing in Multiplayer mode. Click on the Options button on the Multiplayer Game Setup screen to view the Options screens with the Multiplayer button enabled. See *> Multiplayer Options* on p. 140.

JANE'S REFERENCE IN DETAIL

Jane's Reference material is useful when determining the capabilities of your fleet and that of your allies. It is also a valuable tool for assessing the strength of your enemy's fleet or the range of an incoming missile. When planning or creating scenarios in Mission Editor, use the Jane's platform information to ensure that the fleets you design have balanced capabilities.

JANE'S INFORMATION BROWSER

The Jane's Browser contains an Order of Battle for 16 countries and neutral aircraft used in **JANE'S FLEET COMMAND**. Only platforms used in the game are included. Information is arranged in the browser as it is in **JANE'S FIGHTING SHIPS**. Submarine classes are followed by major surface combatants, ordered by tonnage, then all remaining surface ships. The selected country's aircraft follows the ship classes. Weapons are also included and are categorized by function.

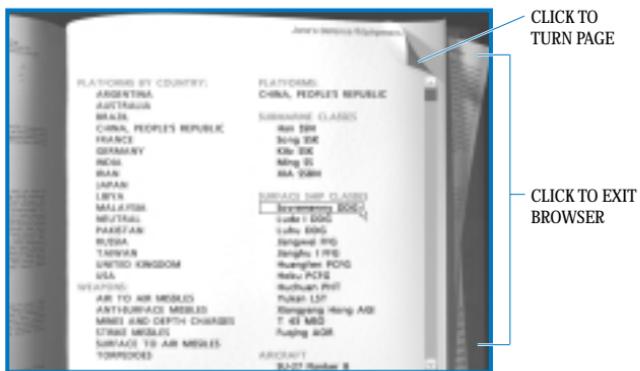
A Jane's Reference entry contains three pages.

- ❑ The first page of a platform entry contains platform specifications, and information on weapons loadout, sensor capabilities, and the number and names of ships in the class. Weapon entries list the selected weapon's specifications.
- ❑ The second page contains the best available photograph of the platform or weapon.
- ❑ The third page provides a view of the 3D model representing the selected platform/weapon during gameplay. The 3D model is spinning when you first access the 3D page. To stop the spinning, place your cursor over the model and press **SPACEBAR** or one of the arrow keys. The object stops spinning and you can use the arrow keys on your keyboard and **[+]** or **[-]** to rotate the model and zoom in and out, respectively. To start the model spinning again, press **[S]**. Not all Jane's entries display a 3D model.

Jane's information is available in browser view or as platform specific information as described below.

BROWSER VIEW

1. Click the Jane's Reference button on the Main menu. During gameplay press **F7** to access the browser. The game pauses if you access the browser during gameplay. The Jane's Information Browser opens.
2. Click a nation name in the left-hand column. A list of that country's submarine classes, surface classes, and available aircraft appears in the right-hand column. You may have to scroll down to see all platforms available in some lists. Click on the name of the platform about which you want to learn more.
3. Click the folded edge of the page in the upper-right corner to proceed to the next page of platform information. When you have viewed the Information, photo, and 3D model for that entry, you are returned to the country's Table of Contents (TOC) page. Select another platform within the country's TOC or click on a different country name to switch to that country's TOC.
4. Click on a weapon category in the left-hand column. The weapons of that type available in **JANE'S FLEET COMMAND** appear in the right-hand column.
5. Click on a weapon name to access the information on that weapon.
6. To exit Jane's Information Browser, move the cursor off of the book on the right side of the screen and click.
 - If you accessed the browser from the Main menu, you exit to the Main Menu.
 - If you accessed the browser during gameplay with the F7 key, you return to the CDS screen and the game resumes. If you paused the game yourself prior to accessing the browser, the game remains paused at browser exit.



JANE'S PLATFORM SPECIFIC INFORMATION

In addition to the browser view, individual entries from the browser are available during gameplay and from the Mission Editor. No entries are available for unknown contacts, neutral ships, or land sites.

GAMEPLAY ACCESS

Once a contact has been identified you can access its Jane's entry quickly, without a trip to the browser. If you spot an A-4 Kitchen missile closing on your ship you need information on that missile in a hurry!

1. Hook the platform or missile about which you want information by clicking on its symbol.
2. Press the **J** key. The game pauses and the Platform Specific Information Window appears displaying the Jane's entry for the selected missile or platform. No other entries are available.
3. Click on the appropriate button (TEXT, PHOTO or 3D) to view the information on the selected platform.
4. Click on the CLOSE button to return to the CDS window.

MISSION EDITOR ACCESS

The Jane's Brower is not accessible from Mission Editor, but you can view Jane's information for a selected platform as described below.

1. Place a platform (Sub, ship or aircraft) on the map. (*>Mission Editor* on p. 94 for instructions on adding platforms.)
2. Once you have customized the platform's entry by specifying a country, class, and name, click on the platform's icon to select it.
3. When the platform is selected, press **F1** to bring up the Jane's Platform Specific Information Window entry for that platform class. No other entries are accessible from this view.
4. Click on the appropriate button (TEXT, PHOTO or 3D) to view the information on the selected platform.
5. Click on the Close button to return to the Mission Editor window.



GAMEPLAY DETAILS

The *Gameplay Basics* section of this manual and the Tutorial missions present enough information to help you get your fleet underway in a hurry. This section provides an in-depth examination of game screen functionality, mouse and keyboard commands, mission exit and debrief information. Information on engaging the enemy and launching aircraft is also expanded here.

THE COMBAT DIRECTION SYSTEMS DISPLAY (CDS) SCREEN IN DETAIL

As fleet commander, you direct your forces from the Combat Direction Systems (CDS) screen. The CDS screen contains four distinct areas: The 2D Tactical Display (2D Map), the Regional Display (Regional Map), the 3D View, and the Data Display. Each of the four areas has different functionality and is designed to provide specific types of information as described below.



2D TACTICAL DISPLAY IN DETAIL

The 2D Tactical Display, or the 2D Map, shows all the contacts and tracks currently detected by your assets. The radar and sonar detections of all of your platforms and those of your allies are shared. The 2D Map reflects this combined data as colored symbols. From here you issue orders to all platforms under your command. See *> Issuing Commands in Detail* on p. 41.

MAP LOCATION

By default, the 2D Map is located in the large, upper portion of the CDS screen. The position of the 2D Map can be switched with the 3D view by pressing **F2**. However, a commander has access to more information and has greater maneuverability when the 2D Map is in the upper display area.

MAP SYMBOLS

At the start of a mission contacts are displayed as Naval Tactical Display System (NTDS) symbols. By a symbol's color, you can determine which tracks are friendly, Allied, hostile, Neutral, and which contacts are not yet identified. The shape of the symbol identifies it as a plane, surface vessel, submarine, helicopter, weapon, land site, or other contact of interest. (For a complete explanation of NTDS colors and symbols see *> Symbol Displays* on p. 14.)

Tracks can be displayed as NTDS symbols or as graphic symbols. In general, the NTDS symbols take up less space on the screen. Press **[I]** to select a different symbol view. Cycle through the small, medium, or large symbol sizes and NTDS with successive presses of **[I]**, or select the symbol type from the CDS Menu.

The short lines extending from the center of some NTDS symbols are velocity leaders. In gameplay they indicate the heading of the platform or weapon. When using graphic symbols, track heading can be determined by noting which direction the graphic representation is facing.

Air Stations, Ship stations, and PIM legs also have symbols that display on the map. You can customize which symbols and features are displayed as described below.

SYMBOL CONTROLS

In addition to track symbols, there are other map symbols that identify locations and provide valuable information. Below are the options listed in the CDS/SYMBOL CONTROLS menu. Toggling these options display or hide the indicated symbols. A description of each option and the alternate keyboard command for toggling the symbol display is provided.

SHOW PIM LEGS: Position and Intended Movement (PIM) Legs show the ordered course of a formation. When ON, PIM legs display on the 2D map as one or more white lines. The keyboard command for toggling this display is **[SHIFT] + [M]**. (Defaults to OFF.)

SHOW VELOCITY LEADERS: Velocity leaders are the short lines extending from platform and weapon NTDS symbols. The line indicates the heading of the track. The keyboard command for toggling this display is **[SHIFT] + [V]**. (Defaults to ON.)

SHOW AIR STATIONS: An air station is a location in air space where an aircraft is assigned to patrol. The keyboard command to toggle this display is **[A]**. (Defaults to OFF.)

SHOW SHIP STATIONS: A ship station is a location relative to a formation leader where a ship is assigned. The keyboard command to toggle this display is **[S]**. (Defaults to OFF.)

FILTERS

You can filter which type of tracks display on the 2D map from either the CDS /FILTERS menu or by using keyboard commands. Listed below are the CDS/FILTERS menu selections with a description of the option and an alternate keyboard command for toggling its display.

SHOW THREAT: When ON, all red hostile tracks appear on the 2D map. The keyboard command to toggle this display is **[SHIFT] + [T]**. (Defaults to ON.)

SHOW ALLIED: When ON, all blue and orange Allied tracks appear on the 2D Map. The keyboard command to toggle this display is **[SHIFT] + [A]**. (Defaults to ON.)

SHOW NEUTRAL: When ON, all green Neutral tracks appear on the 2D map. The keyboard command to toggle this display is **[SHIFT] + [N]**. (Defaults to ON.)

SHOW UNKNOWNS: When ON, all yellow unknown tracks appear on the 2D map. The keyboard command to toggle this display is **SHIFT** + **U**. (Defaults to ON.)

SHOW TAGS: When ON, the complete names, designations and hull numbers of contacts appear beside tracks on the 2D map. The keyboard command to toggle this display is **SHIFT** + **G**. (Defaults to OFF.)

SHOW TRACKS: When ON, track numbers appear next to all contacts on the 2D map. The keyboard command to toggle this display is **SHIFT** + **K**. (Defaults to ON.)

SHOW ESM BEARING LINES: When ON, all deep purple, medium purple and pink, ESM and Acoustic bearing lines appear on the 2D map. The keyboard command to toggle this display is **SHIFT** + **B**. (Defaults to ON.)

DRAWING TOOLS

You may place markers and other reference objects on the 2D map to help determine ranges and locations. The following drawing tools are available from the CDS/DRAWING TOOLS menu. Descriptions and alternate keyboard commands for activating the tools are listed below.

ADD AIR CORRIDOR: To add a corridor, select this option from the CDS Menu/DRAWING TOOLS menu (or keyboard command **CONTROL** + **A**), then left-click on the map where you want the corridor to begin and drag the line in the desired direction. Left-click at the location of the other end of the air corridor to place it. The air corridor end points automatically extend to the edges of the CDS screen regardless of where they are initially placed. To select the corridor, scroll to the edge of the map, locate the + sign at the end of the air corridor, and left-click on it. To change the width of the corridor, double click on the + sign, or press **ENTER** while the corridor is selected to bring up the change width dialog. To delete the air corridor, select it and press **m**. An air corridor is for your own reference. Add one where you see numerous civilian aircraft flying in the same basic flight path. Air corridor lines remind you that Unknown air tracks in that area are probably civilian and may not require immediate identification. Keep in mind that your enemies sometimes attempt to hide in civilian air lanes.

ADD RANGE CIRCLE TO PLATFORM: To place a range circle around a platform, select this option from the CDS/DRAWING TOOLS menu, then left-click on a platform and drag the circle to the desired radius. Left-click again at the desired location to place the circle on the map. To delete a platform's range circle, select the platform and press **CONTROL** + **P**. This keyboard command also allows you to place a range circle around a platform. Press **CONTROL** + **P** then follow the left-click directions above. One use of a platform range circle is to indicate the range of a weapon carried by the platform. Range circles can only be added to your own platforms.

ADD RANGE CIRCLE TO CHART: To add a range circle to the map, select this option from the CDS/DRAWING TOOLS menu, then left-click on the center point of the desired circle and drag to the desired radius. Left-click again at that location to fix the circle on the map. To use the keyboard command, press **CONTROL** + **M**, then click and drag as described. To change the radius of a range circle, select the center point, then press **e** or double-click on the center point to display the Change Radius dialog. To delete the circle, select the center point, then press **DEL**.

MARK POSITION: To mark and label a position on the 2D map, select this option from the CDS/DRAWING TOOLS menu then left-click on the desired location. To use the keyboard command to enter a marker, place your mouse cursor over the desired map location and press **ENTER**. To add a label to the location marker, select the marker and press **e** or double-click on the marker. This brings up the Change Label dialog box. To remove the marker from the screen, select the marker and press **DEL**. Markers are useful for designating locations specified in intelligence messages or marking a rendezvous location and time. You can also place a marker and target it with a TLAM.

HOOKING SYMBOLS

If a selected, or hooked, platform belongs to Ownside, you can issue orders to the platform. See *>Issuing Commands in Detail* on p. 41. Any symbol can be hooked and information about the hooked object is seen in the Data Display.

- ▶ Left-click on a track's symbol to hook it. All known information about the selected track appears in the Data Display. See *>Data Display in Detail* on p. 39.
- ▶ Right-click on the selected symbol to bring up the platform's options menu. The Platform Option Menu is only available for Ownside platforms. For a detailed explanation see *>Gameplay Details/Issuing Commands in Detail/Platform Commands* on p. 41.
- ▶ To select multiple tracks, left-click and drag a box around the desired contacts, or hold down **SHIFT** and left-click on the contacts you wish to select. No information appears in the Data Display when more than one symbol is selected. You can only multiple select your own platforms.
- ▶ Pressing **TAB** selects the next closest track in the current 2D zoom level.
- ▶ To de-select a hooked contact, press **ESC** or left-click on the 2D map.

MAP ZOOM LEVELS

The view in the 2D Map depicts the area defined by the purple rectangle in the Regional Display on the bottom left of the CDS screen. Zooming in allows you to get a closer look at hot spots and other areas of interest. By default there are ten zoom levels. If you prefer more or fewer zoom levels, press **F6** to access the Options screen. The zoom level settings are on page one of Graphics Options.

There are several ways to zoom in on the 2D Map.

- ▶ Press **+/−** on your keyboard or keypad to zoom in/out. This method zooms in/out on the center of the current view regardless of the position of the cursor.
- ▶ Hold **CONTROL** and left/right-click the mouse to zoom in/out at the cursor location.
- ▶ If your mouse has a scrolling wheel, you can use it to zoom in/out. This method is not affected by the cursor location.



NOTE: If the map is zoomed in, press **SHIFT** + **X** to center the map view at the cursor location without affecting the zoom level.

LATITUDE/LONGITUDE AND SCALE

When the 2D map is in the large, upper portion of the CDS screen, the latitude and longitude of the cursor's location displays in the lower left corner of 2D map. The current range scale displays beneath the latitude and longitude. The latitude and longitude does not display when the 2D map is switched with the 3D view. Only the scale information displays on the 2D map when it is in the smaller location. If this text is in the way of action you wish to view, press **[X]** to hide/show the latitude and longitude text. Press **[Z]** to hide/show the range scale information.

RADIO COMMUNICATIONS

As you issue orders to your fleet, their responses, as well as additional reports, are heard and the text of these messages displays at the bottom of the large, upper section of the CDS screen. A list of all radio messages you have received can be viewed in the Messages section of the Comms screen. Press **[F4]** then click on the Messages button to view all message traffic.

A white circle appears around the symbol of the platform transmitting a radio report on the 2D map as well as on the Regional Display map. To hook the platform sending the message, press **[SPACEBAR]** while the white circle is visible on the screen.

REGIONAL DISPLAY IN DETAIL

The Regional Display or Regional Map is located in the lower left corner of the CDS screen. The display shows a 600 nmi by 600 nmi map and represents an overview of the entire battle space.

COLORED DOTS

The dots represent all contacts as your forces detect them. The color of a dot corresponds to the color of the contact's NTDS symbol. **Blue** dots represent your fleet, **red** dots represent the enemy, **green** dots are Neutral, and **yellow** dots are unidentified objects. If an explosion or a line of bearing appears on the 2D Map, it also appears on the Regional Map.

THE PURPLE RECTANGLE

The purple rectangle shows the area of the battle space currently displayed in the 2D Map. The smaller the size of the rectangle in the Regional Map, the greater the level of zoom in the 2D Map.

- ▶ Press **[+]**/**[-]** to shrink or enlarge the purple square. This zooms the 2D Map in/out.
- ▶ Click and drag the purple square to pan the 2D map view.
- ▶ If you are zoomed in, click on the Regional map to center the purple rectangle at the cursor's location. If the cursor location is close to the edge of the map, the rectangle centers as close to the cursor as the dimensions of the Regional map allow.
- ▶ Click on a platform (represented by the colored dots) to center the 2D map over it.

RADAR COVERAGE CIRCLES

The lighter shaded circles on the Regional map indicate the areas of the battle space currently covered by your force's radar. The extent of the coverage depends on the location of your forces and whether or not their radars are turned on.

At installation, all aircraft airborne at the start of a mission have radars on by default. Surface platforms do not. If a platform's radars are OFF, select the platform's symbol and press **[SHIFT] + [C]**. This turns that platform's radars ON. If the platform's radars are ON, this command turns them OFF. Depending on the location of the platform in the battle space, you may or may not detect a change in your over-all radar coverage circles.



NOTE: If you prefer that all platforms begin a mission with their radars ON, click on the Options button in the Main Menu before you select a mission. Click on the Game button, then turn OFF the EMCON at Mission Startup option. As defined in the game, a platform in Emissions Control (EMCON) has all radars OFF. Turning this option OFF results in all radars being ON at mission startup. Be aware that this setting is saved on game exit and in all future missions your platforms also startup with their radars on until you turn the EMCON and Mission Startup option ON again.

To toggle the display of the radar coverage circles, press **[CONTROL] + [V]**. This command simply removes or displays the circles. All contacts remain visible on the Regional Map.

3D VIEW IN DETAIL

The 3D View, or 3D Window, is located in the bottom center of the CDS screen by default. When a platform, weapon, building, or downed pilot is selected in the 2D Map, its graphic 3D representation is displayed in the 3D Window. If more than one symbol is selected in the 2D screen, the 3D Window displays the representation of the first contact selected.

CONTROLLING THE 3D VIEW

The 3D view of the currently selected contact is centered in the 3D window. You can adjust the camera position for a different view of the object. You can also switch the area of the CDS screen where the 3D view appears.

- ▶ Press **v** and **[+/-]** to zoom your view in/out, or press **[CONTROL]** and the arrow keys to rotate the angle of your view, regardless of where your cursor is on the screen.
- ▶ Press **[F2]** to toggle the positions of the 2D and 3D screens. For some systems, performance shows a noticeable improvement when the 3D view is placed in the large upper window.
- ▶ Press **[F3]** to fill the entire screen with the 3D view. When the 3D view fills the screen, only keyboard commands related to the 3D Camera view are functional. No orders can be issued until you return to the CDS view.

3D CAMERA VIEWS

Four camera angles are available for viewing the 3D objects in **JANE'S FLEET COMMAND**. The current camera view is always noted in the upper left corner of the 3D window.

TETHERED CAMERA

With this view selected, the camera is always attached to the hooked contact. Using the pan and zoom keys you can adjust the angle of the view, but the object remains centered in the 3D screen. This is the default view for all objects in the 3D window.

- ▶ Press **[F9]** to return the 3D screen to the Tethered camera view.

FLY-BY CAMERA

The camera appears to fly by or over the hooked object when this view is selected. Once the fly-by is complete, the camera returns to the tethered view of the hooked object.

- ▶ Press **F10** to activate the Fly-by camera view.

ACTION CAMERA

When the Action Camera is selected, the 3D view jumps to a key event regardless of which platform is hooked in the 2D map. Key events include weapon hits, weapon and aircraft launches, and aircraft takeoffs and landings. The names of the weapon and/or platforms involved in the action displays on the 3D screen beneath the camera view text. The 3D view moves to the next key event or returns to tethered view of the currently hooked object when the action event has completed.

- ▶ Press **F11** to switch to Action camera view.

DETACHED CAMERA

In this view, the camera remains stationary and the hooked platform moves away from the camera at its current rate of speed. Aircraft disappear from the 3D window quickly in this view. The track remains hooked even though its 3D object is no longer visible in the 3D window. Select one of the other camera views to return the hooked object to the 3D window.

- ▶ Press **F12** to detach the camera view from the hooked platform.

LOCKED 3D VIEW

- ▶ The 3D camera can be locked on a specific platform or object. When the camera is locked on an object, that object remains in the 3D view no matter what track is subsequently selected on the 2D map.
- ▶ On the 2D map select the platform or object to be kept in the 3D View.
- ▶ Press **L**. The word LOCKED appears in the lower left corner of the 3D window. The 3D view remains on the originally selected object regardless of which track is hooked.
- ▶ Press **L** again to unlock the view.

3D DISABLED

When you select DISABLE 3D VIEW in the Graphics section of the Options menu, the 3D view is blacked out and a message informing you that 3D is disabled appears in the center of the 3D window. It remains there and no 3D objects can be viewed until you once again enable 3D from the Graphics options screen. Disabling 3D can improve game performance on some machines.

The 3D view is automatically disabled anytime the Flight Dialog or other dialog box is visible on the CDS screen, even when 3D is enabled. The message disappears and 3D is once again enabled as soon as you close the dialog box, provided 3D is enabled in the Graphics options screen.

DATA DISPLAY IN DETAIL

The Data Display is located in the lower right corner of the CDS screen. Information concerning any track selected in the 2D map displays in this area. The extent of information displayed depends on which track is selected in the 2D map. When no contact is selected, moving your cursor over a track in the 2D map displays that track's information in the Data Display. Once the cursor is moved again, the Data Display is cleared. No data is available when more than one track is selected. If you tab through tracks on the 2D map, each track's information is shown in the Data Display as it is selected.

PLATFORM INFORMATION

The Data Display contains more information about your own platforms than those of your enemies, neutrals, and unknown platforms. When a friendly platform is hooked, its name, class, track number, course, speed, current orders, percent of damage, and current weapons load out are displayed as applicable. The altitude of your aircraft and the depth of your submarines are also displayed.

When a platform is reloading a weapon launcher, it is temporarily unable to fire that weapon. In the weapons list, any weapon that is being reloaded is listed in red instead of yellow text.

Data Display information about a Threat, Neutral, or Unidentified contact consists of its name, track number, course, speed, altitude or depth as appropriate, and its percent of damage.

LAND-BASED INFORMATION

Selecting a land-based contact provides you with the name of the contact and its track number. Its course indicates the direction the object is facing. The site's current percent of damage is also available.

MAP OBJECT INFORMATION

Click on a range circle, position marker, air corridor, or other map object to view its specifications in the Data Display. Information varies depending on the type of map object. For example, to view information about an air corridor, select it by scrolling to the end of the corridor at the edge of the map and clicking on the plus sign appearing in the corridor at the edge of the screen. Specific information about the corridor is displayed in the Data Display area, including the latitude and longitude of its end points, its heading, and its width.

TIME

The twenty-four hour digital time display in the bottom left corner of the Data Display shows the time of day in the current mission. For example, if the mission scenario starts at 1PM, the time in the Data Display is 13:00. Your time in the mission is added to this display. After twenty minutes of play the time shown is 13:20.

SCALE

When time is a factor or your platforms need to transit for long distances, it is helpful to speed up game play. In addition to real time, **JANE'S FLEET COMMAND** supports three levels of time compression. The time scale displays in the bottom line of the Data Display after the word SCALE. Time compression is represented by a progression of colored bars.

- At 1x, (real time), a short green bar is displayed.
- At 2x, (twice real time) a taller yellow bar follows the green bar.
- At 3x (four times real time) a taller orange bar is added.
- At 4x (eight times real time) a taller red bar is added.
- ↳ Press the **T** key to toggle through all scales in order. 1x follows 4x in this rotation. Pressing **CONTROL**+**T** at any time compression immediately jumps the game back to real time.



NOTE: Time compression is not available in the tutorial missions or in Multiplayer missions.

PAUSED GAME INDICATOR

When the game is paused the word PAUSED replaces the Scale in the bottom line of the Data Display. To pause/resume the mission press **P**. Any player can pause a multiplayer mission. The name of the player who paused the game is also displayed. Only that player can resume gameplay.

FLASHING MESSAGE INDICATOR

When you receive additional tasking or intelligence messages, you are notified by a flashing red square in the bottom right corner of the Data Display. In most cases you are also notified by a voice message from your Comms Officer. To view the new message, press **F4**, then the Tasking, Intel, or Messages button as indicated in the audio message. New message traffic always follows previous messages on the screen. The indicator continues to flash until you access the correct area of the Comms screen.



ISSUING COMMANDS IN DETAIL

This section describes all platform commands and provides instructions on their usage. Expanded information on engaging the enemy, launching aircraft, the Flight Dialog, and keyboard commands are also presented here. A concise description of basic mouse and keyboard commands is found in [Gameplay Basics/Issuing Commands](#) on p. 18.

PLATFORM COMMANDS

The commands available for all sea and air platforms in **JANE'S FLEET COMMAND** are listed below. The commands available only to specific types of platforms are noted and all methods of issuing a command are listed. Remember, cursor shape provides information about the type of command being issued. For a full description of Jane's Fleet Command cursors see [Gameplay Basics/Symbol Displays/Game Cursors](#) on p. 16.

COMMANDS ISSUED TO ANY PLATFORM

All of your air and sea platforms can receive the following commands. Once issued, the command is listed in the ORDERS section of the Data Display as a reminder of the platform's current orders.

IDENTIFY

This command orders the hooked platform to visually identify an unknown contact. Right-clicking on the unknown contact orders your platform to identify it. By default, the cursor changes to an eye when it is moved over a unidentified contact. Unidentified contacts may be yellow or red. The default eye cursor appears when over red Air or Sub Assumed Hostile tracks and over all yellow Unknown tracks

- ▶ Right-click on an Unknown contact to order your platform to identify the unknown track.
- or—
- ▶ Select IDENTIFY from the platform's right-click menu and right-click on the unknown track.

ENGAGE

Any platform with weapons can be ordered to engage a Hostile or Neutral track provided it has the proper weapon to attack the target. See [Engaging the Enemy in Detail](#) on p. 47. The engage command can be issued in the following three ways.

- ▶ Right-click on a Hostile or Neutral track to engage it.
- ▶ Press **E** and right-click on any track, even an Unknown to engage it.
- ▶ Select a weapon from the platform's right-click ENGAGE WITH menu, then right-click on a Hostile, Neutral, or Unknown track to engage it with the selected weapon.

TURN ON/OFF SENSORS

Nearly all platforms have sensors. Whether you turn them on or leave them off depends on your game strategy. (See [Game Strategy/Sensor Employment](#) on p. 90.) Sensors include both radar and sonar. There is a keyboard command for toggling radar ON and OFF, but sonars can only be turned ON with the platform's right-click menu. A platform's Fire Control radar (FC Radar) is activated automatically when the platform is ordered to engage and turns off automatically when the attack is complete.

Radar Sensors

- ➡ Select SENSORS from the platform's right-click menu then select the name of the radar you wish to turn ON or OFF. A check mark indicates that the radar is ON. Selecting the radar option again toggles its state.

—or—

- ➡ Press **SHIFT** + **C** to toggle the state of your active radar sensors.
- ☐ If one of two radars is ON, and sonar is ON, using the keyboard command turns all sensors OFF, including the sonar sensor.
- ☐ If all radars are OFF and sonar is ON, the keyboard command turns sonar OFF but does not turn radars ON.
- ☐ If All sensors are OFF, using the keyboard command turns the RADARS ON.

Sonar Sensors

- ➡ Select the name of a sonar from the platform's right-click SENSORS menu to toggle its state. A check mark indicates the sonar is ON.
- ☐ There is no keyboard command to turn sonars ON but the **SHIFT** + **C** keyboard command turns sonars OFF.



NOTE: Depending on the setting of the EMCON AT MISSION STARTUP option in the Game Options screen, your platforms' radars are ON or OFF at the start of your mission. Be sure to visit the Game Options screen before starting your mission. If you start a mission in Emissions Control (EMCON) status, all of your platforms with the exception of airborne platforms have all sensors OFF. If you turn the EMCON AT MISSION STARTUP option OFF, all platforms begin the mission with radars ON.

RETURN TO STATION

The Return to Station command orders the platform to return to its original assigned station. For a ship detached from its formation, this command returns the platform to its ship station. Aircraft airborne at the start of a mission return to the starting CAP station when issued this command. An aircraft launched during gameplay which has not been assigned to a CAP station returns to its Rally Point.

- ➡ Select RETURN TO STATION from a platform right-click menu to return the selected platform to its station.

—or—

- ➡ Press **SHIFT** + **S** to issue the Return to Station command.

TRANSIT/PATROL

When given a transit order, the platform moves to the designated location in the battle space. Once there, the platform patrols the area until given further orders.

- ➡ Right-click on the 2D map to order a platform to transit to that location and patrol the area.

—or—

- ➡ Right-Click on the Regional Display to order the selected platform to that location of the battle space. Transit is the only order able to be issued in the Regional Display.

CHANGE SPEED

The speed of a platform can only be changed with a keyboard command as noted below.

SHIFT + 1	Sets the platform's speed to slow.
SHIFT + 2	Sets the platform's speed to medium.
SHIFT + 3	Sets the platform's speed to fast.

Slow, medium and fast are defined differently depending on platform type:

Planes:

SLOW	Minimum flight speed x 1.5
MEDIUM	Minimum flight speed x 3
FAST	Fastest possible speed

Ships and Helos:

SLOW	1/3 maximum speed of platform
MEDIUM	2/3 maximum speed of platform
FAST	Maximum speed of platform

Submarines:

SLOW	Maximum speed x .165
MEDIUM	1/3 maximum speed
FAST	Maximum speed

 **TIP** You can look up the minimum and maximum speeds for a platform in its Jane's Reference entry.

COMMANDS ISSUED ONLY TO SHIPS, SUBS, AND HELICOPTERS

RESCUE

The rescue command can only be issued to surface ships, submarines, and helicopters. Planes travel too fast to effect a rescue. When this command is issued, the platform transits to the designated rescue site and adjusts its speed and altitude/depth to pick up the rescue target. You are informed by a verbal and text message when the rescue has been completed. Some missions involve rescue of personnel at land bases. Additionally, pilots sometimes survive when their planes are shot down. You can send your assets to rescue a downed pilot. The downed pilot symbol is contained in the table of NTDS symbols in *>Gameplay Basics/ Symbol Displays* on p. 14.

- Select RESCUE from the Platform Menu, then right-click on the downed pilot symbol or at the location specified in your Tasking or Intel message. The cursor becomes the cross-hair when over a valid rescue target.
- or—
- Press **SHIFT** + **R** then right-click on the downed pilot symbol or designated rescue target.

COMMANDS ISSUED TO ANY AIRCRAFT

The following orders can be issued to all aircraft.

CHANGE ALTITUDE

The order to change altitude can only be issued by a keyboard command.

SHIFT + **7**

Set the altitude of the aircraft to low.

SHIFT + **8**

Set the altitude of the aircraft to medium.

SHIFT + **9**

Set the altitude of the aircraft to high.

Planes:

LOW 1000 ft

MEDIUM 1/5 maximum altitude

HIGH Maximum altitude

Helicopters:

LOW 150ft

MEDIUM 1/5 max altitude

FAST Max altitude

 **TIP** You can look up the minimum and maximum altitude of an aircraft in its Jane's Reference entry.

SCRAM

The scram order commands an aircraft to move in the indicated direction at its greatest possible speed. The command is most useful for ordering aircraft out of the way of incoming hostile aircraft or missiles. Scram can only be issued with a keyboard command.

- To issue the Scram command, select the aircraft to which you want to issue the order and press one of the following keyboard combinations.

CONTROL + **N**

Scram north

CONTROL + **S**

Scram south

CONTROL + **E**

Scram east

CONTROL + **W**

Scram west

RETURN TO BASE

Return to Base sends the aircraft back to its launching platform where it lands. This command can only be issued to aircraft launched during gameplay. Planes may need to return to base to replenish their supply of weapons, sonobuoys, or fuel.

- Select RETURN TO BASE from the platform's right-click menu.

—or—

- Press **B** to issue the Return to Base command to the selected platform.

COMMANDS ISSUED TO SPECIFIC AIRCRAFT

The following orders can only be issued to aircraft with the required capabilities.

SEARCH

The search command is used to send aircraft in search of submarines. It can only be issued to aircraft carrying sonobuoys. Any plane that carries sonobuoys has a search option in its right-click Platform Menu. The SEARCH menu option is removed when a plane or helicopter depletes its supply of sonobuoys. The platform must return to its base for replenishment of its sonobuoy supply before the command can be reissued.

When this command is selected, the cursor changes to a pointing finger. Left-click and drag on the screen to designate a search area. The search box is defined when you release the left mouse button. To see the platform's search assignment, make sure it is selected and press M. The search grid or area appears on the map in green. From the platform's right-click SENSORS menu, select ACTIVE SONOBUOY if you prefer active instead of passive sonar mode.

→ Select SEARCH from the platform's right-click menu, then left-click and drag a search area on the map.

—or—

→ Press **CONTROL** + **R** then left-click and drag a search grid on the 2D map.

JAM

Jamming involves employing electronic measures to interfere with an enemy's electronic radar and communication systems. The Jam command orders an aircraft with jamming capability to jam an enemy platform. A plane can only jam one platform at a time. A platform that is being jammed displays a small red dot under its symbol. A plane with Jamming orders displays an orange line to the platform it is jamming when you press **M**. This command can only be issued with a keyboard command. It is not listed in the planes's right-click menu. For a list of planes with Jamming capability see *> Game Strategy/Weapon and Countermeasure Employment* on p. 92.

→ Press **CONTROL** + **R** then right-click on an enemy platform to issue the Jam command.

COMMANDS ISSUED ONLY TO SUBMARINES

Submarines can only receive orders when they are at communications depth. Comms depth is 150 feet or less. Submarines come to comms depth at varying intervals. The time interval before the next scheduled approach to comms depth is shown in the sub's Data Display.

CHANGE DEPTH

The keyboard commands for changing the depth of a submarine are the same commands used to set altitude for aircraft, but the result is different when a submarine is selected. The order can only be issued with a keyboard command.

SHIFT + 7	Set the depth of the submarine to shallow.
SHIFT + 8	Set the depth of the submarine to medium.
SHIFT + 9	Set the depth of the submarine to deep.

SHALLOW	150ft
MEDIUM	400ft
DEEP	800ft

COME TO COMMS DEPTH

This command is only available if you have selected ON DEMAND SUB COMMS in the Game Options screen. If you have turned ON that option, this command allows you to bring the selected submarine to comms depth at your convenience instead of waiting the specified time interval. The submarine ascends immediately unless it is engaging a track or it has sensor contact on a nearby hostile or unknown track. This is only a platform menu option. There is no keyboard command.

→ From the platform's right-click menu, select COME TO COMMS DEPTH.

STAY AT COMMS DEPTH

When a submarine reaches comms depth, a message is sent announcing its arrival in the circle or signaling it is available for tasking. If no tasking is received, the submarine dives below comms depth after a brief period of time. To keep the submarine at comms depth, hook the platform and issue the STAY AT COMMS DEPTH command. This can only be issued with a keyboard command.

► Press **CONTROL** + **C** to keep the selected sub at comms depth.

SET COMMS INTERVAL

When a submarine is at comms depth, you can set its scheduled comms depth arrival time. This interval remains in effect for the remainder of the mission or until you change it again. This order can only be issued with a keyboard command.

CONTROL + J	1 hour interval
CONTROL + K	2 hour interval
CONTROL + L	4 hour interval

LAND-BASED ASSET COMMANDS

The number of commands that can be issued to land-based assets is limited. You can issue orders to only three types of land sites. These are listed below along with the commands each can receive.

AIRPORTS

All airports employ sensors and can launch aircraft. No airport is armed, although frequently a surface missile battery is located nearby. For information on launching aircraft, see *>Launching Aircraft in Detail* on p. 50.

TURN ON/OFF SENSORS

Other than Launch commands which are discussed later, this is the only command you can issue to an airport. Most airports have only one radar. The commands for turning SENSORS on and off are described above. See *>Commands Issued to Any Platform* on p. 41.

SAM AND SSM SITES

Surface-to-Air missile (SAM) sites are normally found around your airports while Surface-to-Surface missile (SSM) sites are located near your shore facilities. Two commands can be issued to these land facilities.

ENGAGE/ENGAGE WITH

Both the default right-click Engage command and the right-click menu/ENGAGE WITH command are available to both sites. These commands are described above. See *>Commands Issued to Any Platform/Engage* on p. 41.

TURN ON/OFF SENSORS

SAM and SSM sites are both equipped with Fire Control and Land-based Air Radar. These sensors can be turned ON and OFF with a sites right-click/SENSORS menu. The **SHIFT** + **C** keyboard command described above also toggles the state of a site's radars. See *>Commands Issued to Any Platform/Turn ON/OFF Sensors* on p. 41.

COMMANDS ISSUED TO GROUPS AND MULTIPLY SELECTED PLATFORMS

A platform's usual right-click menu is not available when the platform is part of a group or selected set of assets. Instead, a subset of commands is available which apply to all selected platforms. The following commands, each of which is described above, are available as a right-click menu when more than one platform is selected.

- Engage
- Identify
- Return to Station
- Return to Base

ENGAGING THE ENEMY IN DETAIL

To engage a hostile contact, you must first select one of your platforms. Your platform must carry a weapon capable of engaging the desired target. For instance, a helicopter loaded only with torpedoes can not engage an aircraft. The list of weapons available to a platform can be viewed in two places: the platform's right-click ENGAGE WITH menu and the WEAPONS section of the platform's Data Display area.

- ❑ The platform's right-click menu gives a complete list of all of its available weapons.
- ❑ In addition to the names of available weapons, the Data Display provides a running count of the number of each weapon type still available for use. If a platform has many types of weapons, the Data Display lists the major weapons first. Less capable weapons, guns, and cannons are only listed in the Data Display as space permits. However, lesser weapons can still be selected for use in the right-click menu.

If your platform has depleted its supply of weapons appropriate for a target or if you have selected a weapon from the ENGAGE WITH menu that is inappropriate for a target, your platform notifies you it doesn't have the necessary weapon.

ENGAGING THREATS

RIGHT-CLICK ENGAGE COMMAND

When your platform is hooked and the cursor is over a hostile track, the cross-hair cursor appears indicating that the default right-click command is Engage. Right-clicking on the hostile track fires the best weapon in your platform's arsenal.

When you use the default right-click Engage command, your platform continues to fire its primary weapon until the hostile track is destroyed or your platform is destroyed, unable to fire due to damage, has depleted its supply of appropriate weapons for the target, or until you give it another order.

If your asset depletes its supply of primary weapon before the threat is destroyed, your platform continues to engage the hostile track with the next best weapon appropriate for the contact.

PLATFORM MENU ENGAGE WITH COMMAND

With one of your platforms selected, right-click on the hooked platform's symbol, or right-click in the Data Display or 3D window to bring up the Platform Menu for that object. From the Platform Menu, select ENGAGE WITH to display the list of available weapons. Left-click on the weapon of choice, then right-click on a track to engage it. The ENGAGE WITH command orders your platform to fire only one of the selected weapon.

When you select a weapon, the range of the weapon displays as a red circle around the firing platform's symbol on the 2D map. If the firing platform is not within range of the target, you can select another weapon by pressing **ESC** to cancel the ENGAGE WITH command.



NOTE: Sometimes the range of a selected weapon is greater than the 2D map scale. In this case the red range circle displays off the map and may not be visible.

DELAYED WEAPON LAUNCH

Sometimes when you engage a target, your platform does not launch a weapon immediately. Instances when weapon launch is delayed are described below.

INTERCEPT TRACK

Regardless of which Engage command you use, if the target is out of range of the designated 'best' or selected weapon, the firing platform moves to intercept the target. You are notified of this situation by the INTERCEPT TRACK message in the ORDERS section of the Data Display. The weapon is fired as soon as the target is within the designated weapon's range.

TURNING TO ENGAGE

If you order a platform to engage a track but the required launcher is pointing in the wrong direction, the platform turns to unmask that battery of guns or launcher. Since this takes time, you are notified by a TURNING TO ENGAGE message in the ORDERS section of the Data Display. The weapon is fired when the platform reaches firing position.

WEAPON RELOADING

After firing, some launchers must reload before they can fire again. Depending on the reload time of the specific launcher, there is an interval between the time you issue the Engage order and the time when the weapon begins firing. In this case the message in the ORDERS section of the Data Display reads ENGAGING TRACK but the name of the weapon currently loading is shown in red in the WEAPONS section of the Data Display. The text returns to yellow when the weapon has reloaded and the weapon fires.

LAUNCHER DAMAGE

If your platform incurs damage, it may lose the ability to use certain launchers. Which launchers are unusable depends on the location and extent of the damage. When launcher damage occurs, the name of the weapon fired from that launcher disappears from the platform's right-click ENGAGE WITH menu and from the WEAPONS section of the platform's Data Display area. When your platform receives damage, it is wise to check its weapons list to see which missiles, guns, and cannons are still available for use.

ENGAGING UNKNOWNS

In some situations you may want to engage a contact still classified as Unknown. To immediately engage the unknown tracks, press **E**. The eye cursor is replaced with the cross-hair cursor and you can now right-click to engage the unknown contact. Selecting a weapon from the Platform Menu's ENGAGE WITH list also overrides the default Identify command for unknown contacts.

TARGETING MARKERS

If you place a position marker on land, it is possible to target the marker with a Tomahawk Land-Attack Missile (TLAM). This option is only available to submarines and surface ships that carry TLAMs. To place a position marker on the map, place the cursor at the desired location and press **ENTER**, then engage the position marker as you would any hostile target.

QUEUEING COMMANDS

Sometimes you may find it helpful to give one or more platforms a series of commands all at once and send them off to execute those commands, allowing you to focus your attention on more critical areas. Enter queued commands. Queuing commands consists of giving multiple commands to a platform, each of which is added to the platform's queue as it is issued. The platform then executes each command in the order given.

As each command is completed, it is removed from the queue and the platform moves on to the next command. This continues until all commands in the queue have been executed. If you give the platform a new order which is not queued while it is processing a queued command, the queue is emptied and the platform executes only the new order. If a platform must interrupt the processing of a queued command for some reason other than a user-issued command, such as to avoid a missile, execution of the queued commands resumes once the threat has been avoided.

In order to add a command to the queue, simply hold **SHIFT** while issuing the command. Both default right-click commands and commands issued from the platform's right-click menu can be queued. The following list of commands can be queued for individual platforms, groups and multiple selections:

- **ENGAGE** Engage With
- **JAM** Identify
- **RESCUE** Transit
- **SEARCH** Scram

When you are assigning a queued command, the normal cursor displayed for that command has a small + to the lower right to indicate the current command is being added to the queue of the selected platform(s).

Viewing a platform's currently queued commands is identical to viewing single commands. Simply press **M** to view user commands. When a platform has several commands in its queue, several connected lines are visible originating from the platform. Different colored lines are indicative of different commands. Colored lines to a contact or location indicate the following commands:

- **GREEN LINE** Transit, Rescue, Search and Scram
- **RED LINE** Engage and Engage With
- **YELLOW LINE** Identify
- **ORANGE LINE** Jam

- ❑ To remove all commands currently in a platform's queue, you simply issue a non-queued command. It is not possible to remove individual commands from the queue.
- ❑ Queued commands cannot be issued while the game is paused.

LAUNCHING AIRCRAFT IN DETAIL

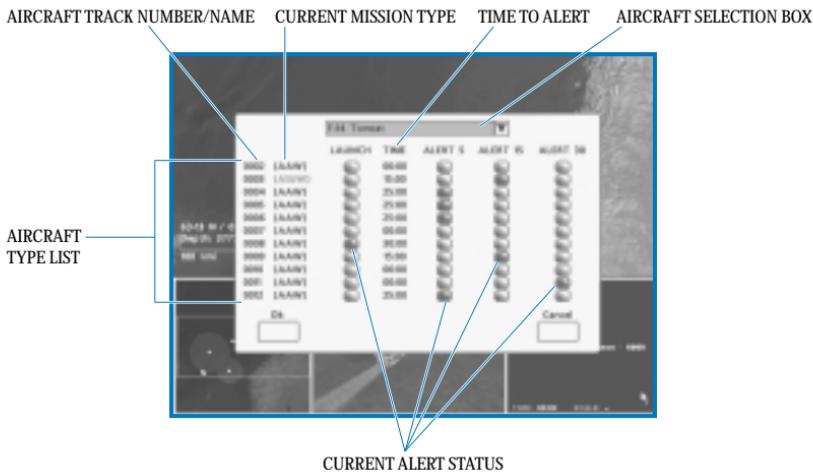
In the heat of battle, your aircraft provide an invaluable service in protecting your battle group. They are your eyes in the sky, giving you early warning of incoming threats, as well as eliminating many hostile platforms before they have an opportunity to reach your formation. Therefore, it is critical that you keep a fresh supply of aircraft in the air and ready to fly at all times. The Flight Dialog is your link between victory and certain defeat.

THE FLIGHT DIALOG

The Flight Dialog lists all aircraft at your disposal on a given surface ship or airport. These aircraft can be launched or placed at various states of readiness as you see fit for the battle at hand.

To view the aircraft available on a ship or airport and the readiness (alert) status of each, select a single surface ship or airport on Ownside.

- ▶ From the platform's right-click menu, choose FLIGHT DECK. (Pressing **F** also displays the Flight Dialog for the selected platform.). The Flight Dialog appears.
- ☐ Not all surface ships carry aircraft, however, so it is possible the selected platform's right-click menu does not contain the FLIGHT DECK menu item (or you press **F** and nothing happens). This situation may also occur if a platform which normally carries aircraft has launched all its aircraft, or has lost them all.



THE FLIGHT DIALOG COMPONENTS

Aircraft Selection Box

At the top center of the dialog is the Aircraft Selection Box. This is a drop down list of all types of aircraft available on the selected platform. Selecting a different type of aircraft from this list changes the type of individual aircraft listed in the remainder of the dialog.

Aircraft Type List

Below the Aircraft Selection Box is a list of each individual aircraft of the selected type available on the platform. Up to twenty individual aircraft are listed for any selected aircraft type in the Aircraft Selection Box. Several items are displayed for each aircraft listed.

TRACK NUMBER: The first item is the Track Number of the aircraft. If the selected aircraft type is Pending (see below), the Track Number field also includes the name of the aircraft type.

MISSION TYPE/WEAPONS LOADOUT: Next to the Track Number is the current Mission Type assignment of the aircraft. This field is not displayed when the selected aircraft type is in the Pending list.

ALERT STATE: The remaining fields all relate directly to the readiness, or Alert State, of the aircraft. There are three Alert Status buttons (Alert 5, Alert 15, and Alert 30), a Time Field, and a Launch button, each under appropriate headings. The colored button following an aircraft Track Number indicates its current Alert (readiness) State. The Time Field displays how long you have to wait until the aircraft reaches the selected Alert State. More detail regarding the Alert States, as well as the other fields, is given below.

When the Flight Dialog first appears, it displays the individual aircraft of the type listed first in the Aircraft Selection Box. Usually this is the Pending list. The Pending list is a list of all aircraft of any type that are on Alert 5 status or higher. If there are no aircraft at this state, the next aircraft type in the list with aircraft available is displayed.



NOTE: Selecting the **QUICK AIRCRAFT LAUNCH** option from the Game Options screen changes all times from minutes to seconds. Therefore, all discussions of time below can substitute seconds for minutes when this option is used. **QUICK AIRCRAFT LAUNCH** is ON by default. Changing this option during gameplay does not effect aircraft that are already counting down to a new state.

ALERT STATES

There are five different Alert States and any individual aircraft can be in at most one at any given time. These include Launch, Alert 5, Alert 15, Alert 30 and No Alert. The current state is indicated by the colored button associated with the aircraft, no colored buttons denoting No Alert.

- ❑ Grey buttons are the default state and reflect inactivity.
- ❑ Red buttons indicate that the Alert State has been ordered but has not yet been reached. In this case, the Time Field indicates how much time is remaining before the state is reached.
- ❑ Green buttons mean that the aircraft has reached the selected state.
- ❑ Black buttons indicate that the aircraft has been disabled for reasons to be described briefly.

CHANGING THE ALERT STATE

To change the state of an aircraft, simply select the button of the state in which you wish the aircraft to be. The buttons are toggles, so they alternate between ON and OFF with each successive press. When the state of an aircraft is changed, the newly selected state changes to red and remains red to indicate that a change has been made, but only if at a higher alert than the previous state.

UPGRADING A STATE: Since it takes time for aircraft to upgrade themselves from one state to a higher state, the state change cannot occur immediately. This is indicated in the Time Field. The additional time required to upgrade to the newly selected state is reflected in the Time Field. You can move an aircraft from No Alert straight to Launch. This upgrade, however, requires significantly more time than, say, from Alert 5 to Launch.

DOWNGRADING A STATE: If the state of an aircraft is downgraded, the newly selected state changes to green almost immediately, since downgrading takes little time. You can change states from any alert to any other alert.

- Alert State changes do not begin until the Flight Dialog is closed by clicking OK.
- Clicking CANCEL does not execute any changes made to the aircraft.

NO ALERT STATE

If an aircraft is in the No Alert state, no buttons are colored for it in the Flight Dialog. This implies the aircraft is below deck or in the hangar. It takes a minimum of thirty minutes to launch an aircraft at No Alert.

ALERT 30 STATE

Aircraft on Alert 30 have the button in the Alert 30 column colored green. These aircraft are similar to the No Alert aircraft in that they too are below deck and it takes a minimum of thirty minutes to launch aircraft at Alert 30. However, it takes fifteen minutes to reach Alert 15 or twenty five minutes to reach Alert 5 from Alert 30. A maximum of twenty four aircraft are allowed at Alert 30 for a given platform at any one time.

ALERT 15 STATE

Alert 15 aircraft behave in much the same way as Alert 30 aircraft, they just require fifteen minutes less to change states. Also, aircraft at Alert 15 status require no time to change to Alert 30 or No alert. A maximum of twenty four aircraft are allowed at Alert 15 for a given platform at any one time.

ALERT 5 STATE

Aircraft on Alert 5 act similarly to the previously described states, with two exceptions. First, aircraft on Alert 5 require only five minutes to move to Launch status and require no time to move to any other status. Second, aircraft on Alert 5 have moved onto the flight deck or runway. This can have several consequences. Being on deck allows aircraft to launch faster, should the need arise. Aircraft on deck are also much more vulnerable to damage if the platform were to be hit by a threat weapon. When the flight deck is full of aircraft on Alert 5 awaiting launch, all other aircraft are prevented from launching. A maximum of four aircraft are allowed at Alert 5 for a given platform at any one time.

LAUNCH STATE

An aircraft in Launch state readies itself and launches as soon as possible. The state an aircraft is in when it is told to launch influences which other Alert States it must pass through first. Alert States can be changed at any time, with the exception of within the last minute of the launch countdown. There is no limit to the number of aircraft able to be placed at Launch status.

CHANGING MISSION ASSIGNMENT AND WEAPONS LOADOUT

From the Flight Dialog, it is also possible to change the default weapons loadout for an individual aircraft. The type of warfare mission the plane is assigned to determines which weapons are loaded on a plane. The default Mission Type is displayed after the plane's name. Aircraft capabilities determine its possible mission assignments, and tasking can include Anti-Air Warfare (AAW), Anti-Submarine Warfare (ASW), Anti-Surface Warfare (ASUW), and STRIKE.

Right-clicking on an aircraft's Mission Type displays a menu of other mission possibilities for that aircraft. Changing an aircraft's assignment changes its weapons loadout according to the requirements of the mission.

When a different tasking is selected, the text in the Mission Type field displays in red. One consequence of changing the mission of an aircraft is that the aircraft must be below deck or in the hangar to be refitted with different weapons. Therefore, any aircraft whose mission tasking is changed and whose Alert State is greater than Alert 15 is automatically downgraded to Alert 15 and returned below deck or to the hangar. Aircraft at Alert 15 or lower are not subjected to this downgrade. Any aircraft at Alert 15 or higher whose mission assignment is changed cannot have its Alert State changed until after it has been refitted. This is evidenced in the dialog by the inability to change any states while the weapons loadout change is pending.

No mission assignment/loadout changes take effect until you accept them by clicking the OK button and no mission assignment changes can be made inside the last minute of the launch countdown. Tasking changes are allowed at any other time.



NOTE: Unlike most other commands, aircraft in the Flight Dialog can be manipulated even while the game is paused.

THE PENDING LIST

The Pending List is the first option in the Aircraft Selection Box. It is provided as a quick look at the aircraft on deck and about to launch. As described above, the Pending List behaves in much the same way as any other list of aircraft of a specific type. There are a few differences. The Pending List can display aircraft of several different types. The Pending List displays aircraft of any type which is in Alert 5 or higher. In place of the Track Number field is the aircraft type, as well as its track number. Any aircraft that is shown on the Pending List is also available in the list of its specific aircraft type. As a result, any changes made to an aircraft in the Pending List are reflected on the same aircraft in the list of its specific type and vice versa. From the Pending List it is not possible to change an aircraft's mission assignment. To change the tasking of an aircraft that is in the Pending List, access that aircraft from the list of its specific type.



DISABLED AIRCRAFT ENTRIES

Occasionally an aircraft's entry becomes disabled in the Flight Dialog. This is indicated by the alert button changing to black and all text changing to gray. When an aircraft entry is disabled, it cannot be changed in any way. There are several reasons that an aircraft's entry may become disabled. The most common cause is that the aircraft launches while you are viewing the Flight Dialog. Once an aircraft leaves the deck, its entry cannot be changed. One variation of this case occurs when an aircraft is set to Launch status but the deck or runway is full. When the aircraft's launch time counts down to zero, the aircraft is unable to launch until the deck or runway is cleared. In this instance, the aircraft's entry becomes disabled. Aircraft on the deck or runway are much more susceptible to Hostile attacks. If an aircraft is destroyed while you are viewing the Flight Dialog, its entry becomes disabled.



NOTE: Platforms that support launching and landing aircraft have different airstrips for landing and taking off. Therefore, even if the flight deck is occupied by aircraft on Alert 5, returning aircraft can always land.

LAUNCHING AND LANDING AIRCRAFT

When aircraft reach Alert 5 status, they move to the flight deck. In the 3D window, the aircraft can be seen rising to the flight deck of ships on the elevator or leaving the hangar of an airport and taxiing to the appropriate airstrip. Once the aircraft is ordered to launch, the 3D View window shows the aircraft leaving the flight deck or runway and flying off to battle. As aircraft launch and leave the parent platform, they no longer appear in the Flight Dialog. Conversely, once an aircraft lands, it reappears in the Flight Dialog. As an aircraft lands, the 3D window shows it taxiing to the elevator and disappearing below deck or into a hangar. Aircraft returning to base are immediately re-fueled, repaired, and refitted with weapons once below deck.

On rare occasions, planes launching from a carrier can experience a Cold Cat. The pilot of the aircraft sends a frantic message as it disappears beneath the ocean shortly after leaving the flight deck. Aircraft are not allowed to launch from or land on platforms with greater than 75% damage. If its parent platform receives extensive damage while an aircraft is returning to base, the aircraft actively seeks a healthier platform to land on.

KEYBOARD COMMANDS IN DETAIL

What follows are expanded explanations of **JANE'S FLEET COMMAND** keyboard commands. For a concise list of the keyboard commands >*Gameplay Basics/Keyboard Commands* on p. 20.

GENERAL KEYS

F1

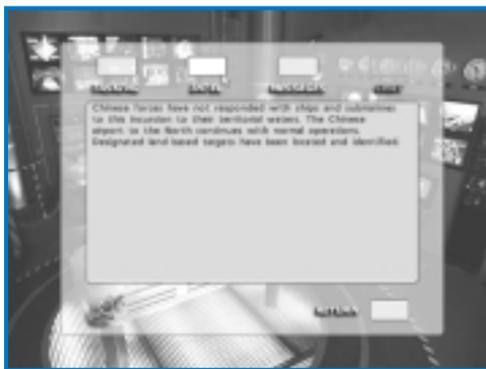
SHOW KEY COMMANDS ONSCREEN (GAME PAUSES). The list of keyboard commands is contained on two screens. Press **F1** then press **PAGE DOWN** to get to the second page of commands. Press **PAGE UP** to return to the first page. Press **F1** again to return to the Combat Direction Systems (CDS) screen.

F2

TOGGLE 2D/2D SCREEN POSITIONS. By default the 2D Tactical Display map (2D map) is in the upper large area of the CDS (Combat Direction Systems) screen. You can switch the position of the 2D map and 3D view by pressing **F2**. Press **F2** again to return the 2D map to the upper position.

F3

ACCESS COMMS SCREENS: View tasking messages, intelligence reports, and comms messages. In Multiplayer mode you can send chat messages as well as review chat history.



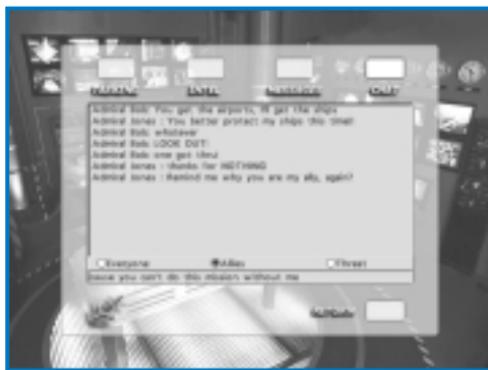
In all Comms screens new messages appear below earlier communications. (You are alerted to new Tasking and Intel messages by an audio message, simultaneous text on the CDS screen and a flashing red square in the bottom right corner of the Data Display. The icon continues to flash until the comms screen has been accessed.)

TASKING displays your original tasking message as well as any new orders you receive during the course of the mission.

INTEL messages describing background or specific information about your current task, enemy movement, or events in your area may be received at any time during a mission.

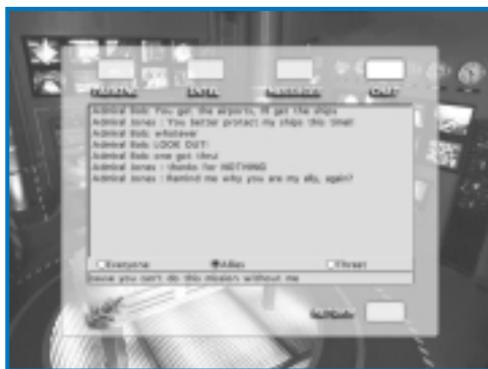
MESSAGES displays the text of all audio communications transmitted by all units under your command.

CHAT is only available during Multiplayer mode. You can send chat messages and review your complete chat history from the Chat screen. You may find it more convenient to send chat messages directly from the CDS screen by pressing **[K]**. See **>Multiplayer/Chat** on p. 141.

**[F5]**

ACCESS ASTABS (AUTOMATED STATUS BOARDS): displays Allied Status and Battle Assessment information.

ALLIED STATUS displays specific information about your own fleet, and that of your allies. For each platform in your combined Allied fleet you can view its percent of damage, fuel consumption, and current weapon availability. Ships you have lost are listed under Killed Platforms.



BATTLE ASSESSMENT displays the mission name, current mission effectiveness rating, the names of damaged and destroyed enemy contacts, and the status of your assigned tasks.

EA TIP It is a good idea to check your mission effectiveness and task assignment list in the ASTAB/Battle Assessment screen before exiting the game to ensure all tasks have been completed.

**F6**

ACCESS OPTIONS SCREEN. The options screen allows you to make adjustments to graphics display qualities, sound levels and other game options. See *> Options in Detail* on p. 24.

F7

ACCESS JANE'S REFERENCE. This hot key takes you to the Jane's Reference browser. The browser gives you access to information on all the countries and their platforms modeled in the game as well as all weapons. (If you prefer to quickly access information on a specific platform or weapon, hook the desired platform or weapon and press J. Only the information pertaining to the selected object is displayed.) See *> Jane's Reference in Detail* on p. 29.

CONTROL + I

MINIMIZE GAME. To maximize the game again, press ALT and repeatedly press TAB until you reach the game icon, or click on the **JANE'S FLEET COMMAND** button in the Windows Task Bar.

T

TOGGLE TIME SCALE (1X-4X). In addition to real time (1x), **JANE'S FLEET COMMAND** supports three levels of time compression. The time scale displays in the bottom line of the Data Display after the word SCALE where time compression is represented by a progression of colored bars.

- At 1x, (real time), one short green bar is displayed.
- At 2x, (twice real time) a taller yellow bar follows the green bar.
- At 3x (four times real time) a taller orange bar is added.
- At 4x (eight times real time) a taller red bar is added.
- Press **T** to toggle through all scales in order. 1x follows 4x in this rotation.

P

PAUSE GAME. The word Paused appears on the bottom line of the Data Display, replacing the Scale information. Press P again to resume the game.

G

SAVE GAME. This command allows you to save the game at any point in the game play without exiting the game. Adding a description of completed tasks or current ship availability could be helpful should you choose to replay this saved game.

CONTROL + G

SAVE AND EXIT. Selecting this option allows you to save the game and exit immediately to the Main Menu. Adding a description of tasks completed or current status for future references is helpful when you return to this saved game.

Q

END MISSION. This hot key provides only the option to quit immediately or resume play. You are not given an opportunity to save your game if you choose to quit.

K

MULTIPLAYER CHAT. This command is only available when playing a multiplayer game. Press K to bring up the chat dialog box on the CDS screen. Press e to send your message or s to close the chat dialog box without sending your message. You can also chat in the Chat section of the Comms screen.

CONTROL + D

MAKE A SCREEN CAPTURE. This keyboard command creates a bitmap file of the current view and places it in the directory where **JANE'S FLEET COMMAND** is installed. The file name consists of the word 'dump' and eight digits (Example: dump00621338.bmp).

3D KEYS

CONTROL + ↑ / ↓ / ← / →

PAN VIEW OF SELECTED 3D OBJECT. Panning moves the camera view around, above or below the object centered in the 3D view.

CONTROL + + / -

ZOOM IN/ZOOM OUT. Zoom moves the camera position closer to or further from the 3D Object centered in the 3D View.

3D CAMERA VIEWS

[L]

LOCK VIEW. When this is selected, the 3D camera remains on the 3D object of the track selected when the view was locked, regardless of which tracks are subsequently hooked in the 2D Display. The word 'locked' appears in the lower left corner of the 3D display when this option is activated. Press L again to unlock the view.

[F3]

FULL-SCREEN 3D VIEW. When activated, the 3D view of the currently hooked track fills the screen. You may use the 3D pan and zoom keys and the camera view key commands (F9) / (F10) / (F11) / (F12) when in this mode, but all other hot keys and mouse commands are unavailable until you return to the CDS view. Press F3 again to return to the CDS screen.

[F9]

TETHERED CAMERA VIEW OF SELECTED PLATFORM. This is the default view for all objects in the 3D window. In this view the camera is always attached to the hooked platform, weapon, or building. Using the pan and zoom keys the camera can adjust the angle of the view, but the object remains centered in the 3D screen.

[F10]

FLY-BY CAMERA VIEW OF SELECTED PLATFORM. In this view the camera appears to fly by or over the hooked object. Once the fly by is complete, the camera returns to the tethered view of the hooked object.

[F11]

ACTION CAMERA VIEW. When Action camera view is selected, the 3D view jumps to a key event regardless of which platform is hooked in the 2D view. Key events include weapon hits, weapon and aircraft launches, and aircraft landings. The name of the platforms and/or weapons involved in the action displays on the 3D screen. The 3D view returns to the tethered view of the currently hooked object when the action event has completed.



[F12]

DETACH CAMERA VIEW FROM HOOKED PLATFORM. In this view the camera remains stationary and the hooked platform moves away from the camera at its current rate of speed. The track remains hooked even though its 3D object may no longer be visible in the 3D window. Select one of the other camera views to return the hooked object to the 3D view.

2D KEYS

The Show/hide items listed below appear on the screen by default except as noted.



NOTE: Should an unknown contact's symbol suddenly disappear from the 2D Display screen as it is identified, check to make sure the symbols for THREATS, ALLIES, and NEUTRALS are selected for display. For example, if Threats are hidden, any Unknown contact no longer displays as soon as it is identified as Hostile. Anytime a symbol appears or disappears mysteriously, check to make sure you have not inadvertently turned off a display. You can check to see which symbols are turned on or off by pressing **[ESC]** to deselect all objects then right-clicking on the 2D map and selecting FILTERS from the game screen right-click menu. A check mark (**✓**) indicates a given symbol type is selected for display.

[SHIFT] + [A]

SHOW/HIDE ALLIES. Selecting this option hides all orange allied and blue Ownside symbols. Repeat the selection to show them again.

[SHIFT] + [T]

SHOW/HIDE THREATS. Selecting this option hides all red symbols. Repeat the selection to show them again.

[SHIFT] + [N]

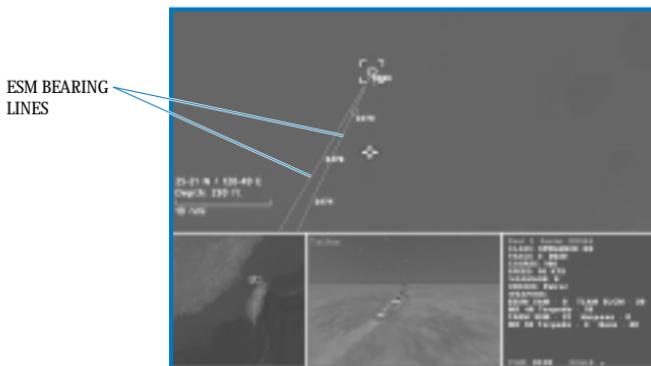
SHOW/HIDE NEUTRALS. Selecting this option hides green symbols to be hidden. Repeat the selection to show them again.

[SHIFT] + [U]

SHOW/HIDE UNKNOWNS. Selecting this option hides all yellow symbols. Repeat the selection to show them again.

[SHIFT] + [B]

SHOW/HIDE ESM (ELECTRONIC WARFARE SUPPORTMEASURES)/ACOUSTIC BEARING LINES. Selecting this option hides all ESM and acoustic bearing lines. ESM bearing lines indicate energy being radiated from a contact. Acoustic bearing lines indicate passive contacts picked up by sonar. A dark purple line indicates a submarine contact. A medium purple line indicates a surface contact. A pink line indicates an air or land contact. Repeat the keyboard command to display these lines again.



[SHIFT] + [V]

Show/hide velocity leaders (The short lines extending from the center of NTDS symbols are heading indicators. The line points in the direction in which the platform is moving.

[SHIFT] + [K]

SHOW/HIDE TRACK NUMBERS. Contacts, or tracks, are automatically assigned track numbers in the 2D Tactical Display map. These numbers display below and to the right of center of a contact's NTDS symbol. Selecting this option hides the track numbers. Repeat the selection to show them again.

[SHIFT] + [G]

SHOW/HIDE TAGS. (Hidden by default.) Selecting this option displays the names of platforms, weapons, and land-based buildings. To turn them off again, repeat this keyboard command.

[SHIFT] + [M]

SHOW/HIDE PIM (Position and Intended Movement) legs. (Hidden by default.) PIM legs indicate the assigned course of a formation at the start of a mission. Not all scenarios contain formations. Selecting this key command displays any PIM legs assigned to formation leaders in the current scenario. The legs display as pale pink lines. If you divert a ship from its assigned PIM course and want to reassign it to its original PIM legs, select the platform and press **[SHIFT] + [S]**, or select RETURN TO STATION from the platform's right-click menu to return the ship to its originally assigned course.

[S]

SHOW/HIDE SHIP STATIONS. (Hidden by default.) Use this command to determine which ships are members of a formation. When this command is activated, ship station symbols overlay all ships that are part of a formation, unless the ship has been detached from his station. Orange lines link all ship stations to the formation's leader. A ship station remains with the formation leader even if the ship originally assigned to the station has been ordered elsewhere. To move a ship station, hook the station and drag it to the desired location. Repeat the command to turn off this display. (To return a detached ship to its assigned station, hook the detached platform and press **[SHIFT] + [S]**.)

[A]

SHOW/HIDE AIR STATIONS. (Hidden by default.) An air station is a location in airspace where aircraft may be assigned to patrol. A pale green line links the air station with its platform. To move an air station, and its assigned aircraft, hook the air station symbol and drag it to the desired location. An aircraft becomes detached from its station if you give it an order. To return the aircraft to its air station, hook the aircraft and press [SHIFT]+[S]. Aircraft can be assigned to air stations by hooking the aircraft and then right-clicking on the air station symbol. Repeat the keyboard command to turn off this display.

[Y]

SHOW/HIDE DEFAULT TACTIC (Hidden by default.) All platforms in a scenario are assigned a default tactic at the start of every scenario. To see an Ownside platform's default tactic, hook the platform, and press [Y]. If a tactic does not display for the selected platform, it is part of a formation and uses the tactic of its formation leader. Press [S] to display ship stations. Determine the formation leader by following the orange line from the selected platform. Select the formation leader then press [Y] to display the tactic assigned to all ships in the formation.

[CONTROL]+[1]-[9]

ASSIGN GROUP. Creating a group allows you to quickly select multiple platforms for assignment even when they are not all in the current view. For more information on Groups, see *>Platform Maneuvering* on p. 88. To assign a group, select the platforms you want to assign. (Click and drag or hold down [SHIFT] and left-click on multiple platforms until you have selected the desired group composition.) Press [CONTROL] plus a number [1] through [9]. That number becomes the group's designation. To remove a group assignment, press ESC to deselect all objects, then press [CONTROL] plus the number of the group assignment you wish to remove.

[CONTROL]+[SHIFT]+[1]-[9]

SHOW GROUP MEMBERS. To see the names of the platforms in a specific group, press [CONTROL]+[SHIFT] and the group number you want to see. ([CONTROL]+[SHIFT]+[1]-[9]). The group number and the names of the group members appears in the upper right corner of the CDS screen.

[1]-[9]

SELECT GROUP. To issue commands to a group, select all platforms in the group by pressing the group's number ([1]-[9]). Right-click on a threat to assign all members to attack, or right-click on the map to assign all members to transit to that point. Use the right-click menu or keyboard commands to return the group to base or to station. All group members need not be in the current view.

[SPACEBAR]

HOOK SPEAKING PLATFORM. The symbol or icon for any Ownside asset not currently hooked is surrounded by a white circle anytime it sends an audio communication. To quickly hook and jump to the speaker, press [SPACEBAR]. This can be particularly useful when an air asset identifies a contact as a threat. You can easily jump to the reporting platform and order it to engage the threat.

MAP CONTROL KEYS



PAN MAP. Use these keys to move the viewable portion of the map up, down, left and right. The portion of the map displayed in the large 2D Tactical Display is the portion of the battle space contained inside the purple rectangle in the Regional Display map. These keys move the position of the purple rectangle in the direction of the key arrow.



ZOOM IN/ZOOM OUT. Press **[+]** to zoom in on the map. This command shrinks the size of the purple rectangle in the Regional Display map. Hit **[-]** to zoom out. This command increases the size of the purple rectangle in the Regional Display map.

[CONTROL] + RIGHT/LEFT MOUSE

ZOOM IN/ZOOM OUT. Press v and right mouse click to zoom in on the map. This shrinks the size of the purple rectangle in the Regional Display map. Hit v and left mouse click to zoom out. This command increases the size of the purple rectangle in the Regional Display map.

MOUSE WHEEL

ZOOM IN/OUT. Roll the mouse wheel away from you to zoom in on the map. This decreases the size of the purple rectangle in the Regional Display map. Roll the map toward you to zoom out. This increases the size of the purple rectangle in the Regional Display map.



TOGGLE NTDS (NAVAL TACTICAL DATA SYSTEM)/3D GRAPHIC SYMBOLS.

Each scenario defaults to NTDS symbols on the 2D Display map. Press I to cycle through all three 3D graphic symbol views (small, medium, large). A fourth press returns you to NTDS symbols. The game screen right-click menu also allows you to cycle through symbol displays.

[TAB]

SELECT NEXT CLOSEST PLATFORM IN CURRENT VIEW. Repeatedly pressing t cycles through all platforms in your current 2D map zoom level. No platforms or sites outside of your current view are selected.

[SHIFT] + [X]

CENTER MAP AT CURSOR. Place the cursor where you want the 2D view centered and use this keyboard command. If the map is zoomed out as far as possible or your cursor is too close to the edge of the map, it may not be possible to center the map at the cursor.



ACTIVATE QUICK RANGE CIRCLE. You can quickly determine the range and bearing of a track or location from any given point on the 2D Tactical Display map. Place the tip of your cursor on the desired start location, press **[R]**, then left-click and drag the cursor to a second location. A range ring appears on the screen and bearing and range from the start point to tip of the cursor at the stop point displays in the lower left corner of the large screen display. The range ring and associated information are removed from the screen when you release the left-click button.

[X]

TOGGLE LATITUDE/LONGITUDE DISPLAY ON/OFF. Selecting this option removes the latitude/longitude and depth/height information from the lower left corner of the large 2D display. The latitude/longitude display is on by default except when the 2D map is toggled with the 3D view. Latitude/longitude display is disabled when the 2D Tactical Display is in the small view to maximize the number of viewable contacts.

[Z]

TOGGLE SCALE DISPLAY ON/OFF. The scale displays by default in the lower left corner of the large 2D display in the CDS screen. The scale indicates distances 100/50/10/5/1 nautical miles and 500/100 yards.

[ENTER]

ADD LOCATION MARKER AT CURSOR. Press **[ENTER]** to add a marker on the 2D map. To add a label to the location marker, select the marker and press **[ENTER]** or double-click on the marker. Markers are useful for designating locations specified in intelligence messages or marking rendezvous location and time. To remove the marker from the screen, select the marker and press **[DEL]**.

[CONTROL] + [A]

ADD AIR CORRIDOR. An air corridor is for your own reference. When you identify a flight path containing numerous civilian aircraft, you might assume that this is a civilian flight corridor. You can mark this area with an air corridor to remind yourself that planes in this area are probably civilian. Be aware that hostile forces sometimes use civilian air corridors to conceal their movement. To add a corridor, select **[CONTROL] + [A]** then left-click on the map where you want the corridor to begin and drag the line in the desired direction. Left-click again to place the other end of the corridor. To change the width of the corridor, scroll to the edge of the map and locate the + sign at the end of the air corridor. Double click on the + sign to bring up the change width dialog. To delete the air corridor, click on the + sign and hit **[DELETE]**.

[CONTROL] + [M]

ADD RANGE CIRCLE TO MAP. To add a range circle to the map, press **[CONTROL] + [M]** then left-click on the center point of the desired circle and drag to desired radius. Left-click again at that location to fix the circle on the map. Unlike the quick range circle described earlier, this range circle remains on the 2D Tactical Display map until deleted by the player. To delete the circle, select the center point, then press **y**.

[CONTROL] + [V]

TOGGLE RADAR COVERAGE. Your side's radar coverage is represented by lightened circles in the in the Regional Display in the lower left corner of the CDS screen. The circles represent coverage of the combined activated radars of your platforms. Surface platforms begin each scenario with all radars and active sonars off (only passive sensors are on). Turning on your surface platforms' radar sensors expand your radar coverage in most cases. This can be seen by an increase in the size or number of lighter circular areas on the Regional Display. Air platforms airborne at the start of a mission have their radar activated. See *> Options in Detail/Game/EMCON AT MISSION STARTUP* on p. 28.

DEL

DELETES SELECTED MAP OBJECT. Map objects able to be deleted are air corridors, position markers, and map range circles. Left-click on the desired map object to select it, then press **DEL**. Air corridors are selected by left-clicking on the plus sign at either end of the air corridor.

ESC

CANCELS CURRENT OPERATION. **ESC** has different functionality depending on your current operation.

USER COMMANDS: Cancels ENGAGE WITH, RESCUE, JAM, and IDENTIFY.

DRAWING OPERATIONS: Cancels ADD AIR CORRIDOR, MARK POSITION, ADD PLATFORM RANGE CIRCLE, ADD MAP RANGE CIRCLE, and DRAW QUICK RANGE CIRCLE.

CLOSES MENU: The current menu closes without a selection being made.

DESELECTS: All selected contacts are deselected.

PLATFORM SHORTCUT KEYS

V

IDENTIFY. This feature can be used to identify tracks classified as Assumed Hostile. These tracks are red. Press **V**. The cursor then changes into an eye instead of a cross-hair when passed over an Assumed Hostile track. To cancel this operation prior to right-clicking on a track, press **ESC**.

E

ENGAGE. This feature is most useful for engaging tracks still classified as unknown. Hook one of your own platforms and press **E**. The cursor now turns into a crosshair instead of the eye when passed over an unidentified track. Engage that unknown track by right-clicking on it. With this method the platform selects the default 'best weapon'. (If you wish to select a specific weapon to engage an unknown track, use your platform's right-click menu: Engage With...). To cancel this operation prior to right-clicking on a track, press **ESC**.

B

RETURN TO BASE. Directs airborne assets to return to their launching platform or airport.

SHIFT + **S**

RETURN TO STATION. Directs a platform (ship or aircraft) to return to its assigned station or a formation leader to return to PIM.

C

JAM. Directs planes with jamming capability to commence jamming. Jamming involves employing electronic measures to interfere with an enemy's electronic radar and communication systems. See *> Game Strategy/Weapon and Countermeasure Employment* on p. 92.

SHIFT + **C**

TOGGLE EMCON (RADAR) ON/OFF FOR SELECTED UNITS. Most platforms in **JANE'S FLEET COMMAND** have sensors of some kind. EMCON AT MISSION STARTUP is activated by default in the Game Options screen. When this option is activated, all surface platforms begin the mission in EMCON (Emission Control) status. As defined by the game, this means all sensors are off. Only aircraft in the air at the beginning of a mission have their radars on. Any planes launched from a surface platform in EMCON status is also in EMCON status (radar OFF).

Be careful when issuing this command to multiple platforms. This keyboard command toggles the EMCON status of all selected platforms. If one platform has one or more radars turned on, this command turns them all OFF. If another selected platform's radars are OFF, this command turns them ON. It also turns OFF any sonar or sonobuoys. This command does not turn ON sonar or sonobuoys. Use a platform's right-click SENSORS menu to turn ON sonar and/or sonobuoys. Fire Control Radar (FC Radar) turns ON and OFF automatically when a platform is directed to engage a target.

If you deselect EMCON AT MISSION STARTUP in the Game section of the Options screen, missions begin with surface and air radars ON. See *> Options in Detail/Game/EMCON AT MISSION STARTUP* on p. 28.

SHIFT + **R**

RESCUE PILOT. When this command is activated the cursor turns into a cross-hair when it is over a valid rescue target. (See *> NTDS Symbols* table on p. 15). To cancel this keyboard command, press **s**.

CONTROL + **R**

SEARCH. This command activate the search cursor (pointing finger) if the platform currently selected has search capability. To designate a search area, click and drag a box around the desired area on the 2D map. See the platform's right-click menu to see if it has search capability. (To see a platform's designated search area, hook the platform and press **M**. Repeat the command to hide the search line or grid.)

CONTROL + **N**

AIRCRAFT SCRAM (DISENGAGE FROM THREAT) NORTH. Scram commands send the selected aircraft in the direction indicated at its fastest possible speed. This is useful when you spot incoming missiles or threat aircraft. This command sends the selected aircraft north.

CONTROL + **S**

AIRCRAFT SCRAM (DISENGAGE FROM THREAT) SOUTH. Sends the selected aircraft south at the aircraft's fastest possible speed.

CONTROL + **E**

AIRCRAFT SCRAM (DISENGAGE FROM THREAT) EAST. Sends the selected aircraft east at the aircraft's fastest possible speed.

CONTROL + **W**

AIRCRAFT SCRAM (DISENGAGE FROM THREAT) WEST. Sends the selected aircraft west at the aircraft's fastest possible speed.

F

FLIGHT DECK. Hook a platform and press **F** to bring up the flight deck for any platform that has embarked aircraft. (See [Appendix C](#) for a list of platforms and their embarked aircraft.) Once a platform has launched all of its air assets, the flight deck for that platform is no longer available until at least one asset has returned to the platform.

Remember QUICK AIRCRAFT LAUNCH is on by default in the Game section of the Options screen at initial game startup. When this option is ON, units of time in effect in alert status are changed from minutes to seconds. The QUICK AIRCRAFT LAUNCH and all settings in Game Options at the time of exit are in effect the next time you start the game. See [Options in Detail/Game](#) on p. 28.

J

ACCESS JANE'S REFERENCE ABOUT CURRENTLY SELECTED OBJECT. This command displays the Jane' Reference entry for the hooked object only. To access information on all counties, platforms, and weapons available in Jane's Reference press **F7** to bring up the Jane's Browser. See [Jane's Reference in Detail](#) on p. 29.

SHIFT + **1**

Set speed of selected object to slow.

SHIFT + **2**

Set speed of selected object to medium.

SHIFT + **3**

Set speed of selected object to fast.

SHIFT + **7**

Set altitude of selected air object to low.

Set depth of selected submarine object to shallow.

SHIFT + **8**

Set altitude of selected air object to medium.

Set depth of selected submarine object to medium.

SHIFT + **9**

Set altitude of selected air object to high.

Set depth of selected submarine object to deep.

CONTROL + **C**

STAY AT COMMUNICATIONS DEPTH. When a submarine arrives at communications depth, its symbol turns from grey to blue and a message is sent indicating that the sub is in the circuit or available for tasking. To keep a submarine at communications depth, hook the sub when it enters the circuit then issue this keyboard command. The submarine remains at comms depth unless the sub's sensors pick up a threat in the area. If you do not issue a command in a timely fashion, the sub's comms officer may occasionally remind you that he is still awaiting orders.

CONTROL + J

COMMS INTERVAL 1 HOUR (INTERVAL OF TIME SUBS RISE TO COMMUNICATIONS LEVEL). Use this command to bring the selected submarine to communications depth every hour.

CONTROL + K

COMMS INTERVAL 2 HOURS. Use this command to bring the selected submarine to communications depth every two hours.

CONTROL + L

COMMS INTERVAL 4 HOURS. Use this command to bring the selected submarine to communications depth every four hours.

M

SHOW/HIDE USER COMMANDS. To see lines indicating a search, transit, rescue, jam, engage, or identify command you have given to a surface or air platform, hook the platform and press M. Green lines indicate transit, search, or rescue orders. A platform with orders to jam displays an orange line to the target it is jamming. (The jammed target displays a small red dot below its symbol.) A platform with orders to engage displays a red line to its target. A platform with orders to identify a contact displays a yellow line to the track. Press **M** again to hide the line for the hooked platform.

SHIFT + P

SHOW/HIDE RALLY POINTS. A rally point is a location in air space. Unless given intervening orders, all launched aircraft fly to the launching platform's designated rally point and patrol there until given further instructions. The default rally point for platforms is 45 degrees off the platform's heading and 20 miles out. You must select a launching platform prior to issuing this command. Click and drag the rally point to change its position.

CONTROL + P

TOGGLE PLATFORM RANGE CIRCLE DRAWING. This command activates the platform range circle cursor. Place the cursor over any Ownside asset then left-click and drag until the desired radius is reached. Left-click again to place the circle at the desired location. To remove the circle, hook the platform and repeat the keyboard command. Platform range circles are useful for marking the maximum or minimum range of a platform's weapons.

ENDING A MISSION

When you have completed your mission tasking, exit the mission to receive your Mission Debrief and to see a Replay of the mission. If you have not completed the mission, you can save the game and finish it at a later time.

EXITING A MISSION

There are four ways to exit a mission. Only two offer you the opportunity to save the mission if you have not yet completed the tasking requirements. The other two methods take you to the Mission Debrief Screen. (See *>Mission Debrief* on p. 69.)

SAVE AND EXIT

Selecting either of the following two methods saves the game and immediately exits the mission, by-passing the Debrief screen.

- ▶ Press **ESC** to deselect all objects on the 2D map, then right-click on the map.
- ▶ In the CDS menu, drag down to SAVE AND EXIT and left-click on that option text to bring up the Save File dialog.



NOTE: Select the **SAVE** option from the CDS menu to save but not exit immediately.

- ▶ If you prefer keyboard commands, press **CONTROL** + **G** to bring up the Save File dialog.
- ▶ In the Save File dialog, type a name for your saved game and write a brief description for reference when you restart the game.
- Click **OK** to save your game and immediately exit to the Main Menu.
- Click **CANCEL** to return to the game without saving.

EXIT TO MISSION DEBRIEF

Before you exit a mission, it is wise to first check the ASTAB/Battle Assessment screen to double-check your TASK ASSIGNMENT status. Any uncompleted tasks are noted there.

Exiting the mission without saving it takes you to the Mission Debrief screen. See *>Mission Debrief* below.

- ▶ Press **ESC** to deselect all objects on the 2D map, then right-click on the map.
- ▶ From the CDS menu that appears, drag down to END MISSION and left-click on the option text.
- ▶ If you prefer keyboard commands, press **Q** from the CDS screen. This keyboard command does not work from any other screen view.
- Clicking **YES** from the CONFIRM dialog box takes you to the Debrief screen.
- Clicking **NO** returns you to the mission.

MISSION DEBRIEF

The Mission Debrief screens allow you to assess and view your performance in the mission just completed. Mission Debrief is composed of two screens, the Status screen and the Replay screen. If you use the **SAVE AND EXIT** option, you by-pass Mission Debrief. Access to Mission Debrief is from the CDS Menu **END MISSION** option or the **Q** command only.

STATUS SCREEN

The Status screen is the default view in Mission Debrief. Status contains the same text that is viewed during gameplay in the ASTAB/Battle Assessment screen with one difference. Some text in the Status screen is selectable and provides you with specific information. Selectable text is outlined with a white rectangle when the cursor passes over it. Killed and damaged platforms, yours and your enemy's, as well as Assigned Tasks, can be selected to bring up further information.

Left-click on the name of a killed or damaged platform to view a message box containing the name of the platform and weapon used to destroy or damage the selected platform. Damage inflicted by collision or hitting ground is also described.

Left-click on a task in the Assigned Tasks list to display information on the your task completion performance.



NOTE: Your best score for a played mission is recorded in the Admiral's Log. Click on the name of a mission in Admiral's Log to access the Mission Debrief Status Information for that mission.

REPLAY SCREEN

The Replay Screen allows you to watch all the action of the mission just completed. Click on the REPLAY button at the top of the Debrief Screen to access the Replay screen. The screen opening reveals a view of the 2D map at the start of your mission. All track movements during the mission are stored and can be replayed at speeds up to 8x.

- ❑ The 24 hour digital clock shows the time of day at the start of the mission and increments time for the duration of the mission in seconds, minutes, and hours.
- ❑ Pan and zoom features available during gameplay are also functional in the replay screen.
- ❑ Press **SHIFT** + **G** while the cursor is over the 2D map to turn OFF/ON the track names. This is the only keyboard command that is available in Replay.



NOTE: The Replay screen shows the true positions of all platforms during the mission. Therefore, no Unknown objects appear during Replay.

You can control the pace of the replay with the Replay Control Panel. The controls and their functionality are shown below.



Time compression numbers indicate real time (1X) through eight times real time (8X). Fast rewind and fast forward are functional at all levels of time compression.

MISSIONS AND CAMPAIGNS

This chapter on Missions and Campaigns includes background information for single and multiplayer missions, and campaigns. In addition, specific insight on how to accomplish goals necessary to complete each of the missions and campaigns are included. There are thirty-four single missions, eight multiplayer missions, and four separate regions or combat scenarios to the campaign. With the Mission Editor you also have the ability to create your own single missions and multiplayer missions. See [Mission Editor](#) on p. 94.

SINGLE MISSIONS

Described here are each of the thirty four single missions. Missions are grouped by the number of stars assigned to the mission. The number of stars attached to a scenario signifies the difficulty of the single mission. A single star denotes a relatively easy mission, two stars a difficult one, three stars and even greater level of difficulty, and four stars identify the most difficult missions to accomplish. The background and tasking for each mission is included along with hints for successfully completing the mission. Single missions can be played in any order. Combat scenarios take place in various locations around the world, involve different force sizes, and naval warfare mission objectives.

The lengths of the single missions vary from less than thirty minutes to several hours. Remember that you may always save your game during a single mission and start the mission again where you left off. The gold stars preceding a mission's name easily identify the single missions shipped with the game. A blue star or stars, depending on the number of stars assigned to the original mission precede the name of a saved mission. Single missions created using the Mission Editor have green stars.

The dark blue color of single mission names is replaced with light blue text once you have played the mission. This text color change indicates only the single mission has been previously played, not that you have successfully completed the mission. If you want to see the results of previously played missions, go the Admiral's Log in the Main Menu. See [Admiral's Log in Detail](#) on p. 23.



NOTE: Single mission scenarios were developed with random starting positions and random numbers of objects to ensure that the same single mission does not play exactly the same way every time it is played.

ONE-STAR MISSIONS (EASY)

CVBG NORWEGIAN SEA

MISSION DESCRIPTION: Protect your carrier from cruise missile attack.

MISSION TASKING: Protect the carrier from attack by bombers equipped with long range air-to-surface missiles. Kill all hostile aircraft.

HINTS TO COMPLETE: Launch additional fighter aircraft from the aircraft carrier and positively identify all air contacts since there are neutral commercial airliners flying in the area. Use SM-2 surface-to-air missiles from surface combatants to protect the force from anti-ship cruise missiles.

CHINESE SPECIAL FORCES

MISSION DESCRIPTION: Chinese special forces invade Taiwan.

MISSION TASKING: You are assigned the Northern patrol sector. Sink any Chinese patrol boats within 50 miles of Taiwan. Numerous fishing vessels may be present. Do not attack civilian boats.

HINTS TO COMPLETE: Launch your SH-60 helicopter from your ship to identify the unknown ships. Remember to only attack the hostile ships and not the neutrals.

SHORE BOMBARDMENT

MISSION DESCRIPTION: Shore bombardment of hostile land targets.

MISSION TASKING: The U. S. surface combatant is directed to destroy known hostile land targets with their guns. The WASP Class LHD has Harrier fighters and Cobra gun ship helicopters available to perform air protection and target destruction, and to identify unknown contacts. Your mission is complete once all designated land targets have been neutralized.

HINTS TO COMPLETE: Use a combination of guns and aircraft missiles to eliminate the hostile shore targets then send Harrier jets to eliminate the airport with air-to-ground missiles.

PACIFIC PIRATES

MISSION DESCRIPTION: Pirates in the South Pacific raid a cruise liner.

MISSION TASKING: Pirates have raided a cruise ship sailing the South Pacific. American and Australian citizens have been robbed and murdered. This is the third act of piracy in the area this month. You are ordered to intercept the pirate's vessel and destroy it. The vessel was spotted in the vicinity of 01-50 S/123-15 E on a northerly heading. If the pirates reach near shore, they plan to attempt an escape in an aircraft along with other fugitives already at the airport. The pirate aircraft should also be destroyed. Numerous commercial fishing vessels and aircraft operate in the area. No civilian casualties can occur. Positively identify all targets prior to engagement.

HINTS TO COMPLETE: Get your embarked helicopters airborne as soon as possible. Identify the pirate vessel with your helicopter. If the pirates get to shore, they will depart from the airport. You need to correctly identify the pirates' aircraft since only one is the correct aircraft. Pay attention to your intelligence and communications messages.

MACHO MADNESS

MISSION DESCRIPTION: Brazil and Argentina fight over fishing rights.

MISSION TASKING: By authority of the Admiral of the 5th Naval District, with headquarters at Rio Grande, you are tasked to seek out and destroy Argentina military units operating within 25 nautical miles of 36-30 S/051-20 W. Assets under your command are the frigates *Dodsworth* and *Bosisio*, if available. You are authorized to destroy all Argentine frigates. Avoid casualties to civilian ships and aircraft.

HINTS TO COMPLETE: Launch your helicopter to identify the Argentine frigates and then destroy them with surface-to-surface missiles.

IRAQI STRIKE

MISSION DESCRIPTION: Conduct a Tomahawk cruise missile strike against a secret chemical weapons plant.

MISSION TASKING: Upon receipt of weapons release orders, conduct a pre-emptive Tomahawk strike mission against an Iraqi target. Detailed Tasking Message and Targeting Package will be supplied in follow-on communications. Do not engage civilian aircraft.

HINTS TO COMPLETE: Use airborne fighter aircraft to identify unknown air contacts to the north of your ships. Launch additional fighters to assist in this tasking. Launch your Tomahawk strike against the latitude and longitude of the target by inserting a reference point at that position and then engaging the reference position with a Tomahawk weapon from the Aegis cruiser.

TWO-STAR MISSIONS (DIFFICULT)

WYOMING DEPLOYS

MISSION DESCRIPTION: Help an SSBN start her ballistic missile deterrence patrol.

MISSION TASKING: The USS *Wyoming* (SSBN-742), under the command of Captain John Christmas, has departed the submarine base at Kings Bay, Georgia and is headed for deep water. Once the *Wyoming* reaches the 300 Fathom curve (1800 feet) she is able to run silent and deep and commence her ballistic missile deterrence patrol. In recent weeks, Russian submarines have been detected in the waters off the east coast of the United States, and may be in waiting to oppose the *Wyoming*'s transit. P-3 aircraft from the Naval Air Station at Jacksonville, Florida have been assigned to patrol the area around the *Wyoming*. Additionally, the newly commissioned USS *Connecticut* (SSN-22), the second sub in the Seawolf Class, may be available for area clearance operations. Engage any detected Russian submarines and destroy them before they can attack the *Wyoming*.

HINTS TO COMPLETE: Turn on the PIM track of the *Wyoming* to see where the ballistic missile submarine headed and then order the P-3C Orion land-based maritime patrol aircraft to perform an active sonobuoy search in front of the *Wyoming*. You may also want use the time acceleration feature to speed the mission along.

HAIR TRIGGER

MISSION DESCRIPTION: Defend yourself against long range cruise missile attacks and diesel submarine torpedoes. Your CVBG is deployed in the Eastern Mediterranean Sea.

MISSION TASKING: The Admiral has gone to lunch and you have taken command of a United States carrier battle group. Your orders are to keep the force out of danger. Intelligence reports that Russian forces are determined to sink a United States aircraft carrier in the Mediterranean using long range bombers and a diesel submarine. Protect the CVBG for the next thirty minutes. Have a good watch, Captain.

HINTS TO COMPLETE: Turn on your surface ship active sonars right away and launch a couple of SH-60R Seahawk helicopters from your cruiser and frigate to be ready to pounce on an enemy submarine. Immediately identify any air unknown aircraft your CAP aircraft detect to determine if they are hostile. Defend the force with a steady stream of SM-2 missiles for any anti-ship cruise missiles launched at you. This is only a 30-minute session so take a couple deep breaths once in a while.

NO-FLY ZONE

MISSION DESCRIPTION: Conduct No-Fly Zone patrols in Northern Iraq.

MISSION TASKING: Conduct No-Fly Zone/SAM Trap patrols out of the NATO air base in Turkey. Engage and destroy any SAM Sites located in the operations area as defined by your intel message. Be on alert for hostile aircraft which may try and cross the 36th parallel. Avoid collateral damage to civilian sites.

HINTS TO COMPLETE: Use the EA-6B Prowler aircraft jamming capability to jam the SAM sites once they are located. Engage any opposing aircraft with F-16 Falcon and F-15 Eagle aircraft.

DEADLY TRANSIT

MISSION DESCRIPTION: Warships transit the Red Sea southern entrance.

MISSION TASKING: You are in tactical control of a two-ship Surface Action Group (SAG) transiting to or from the Red Sea. There are U. S. aircraft located at a land-based airport available to provide air protection for transiting surface combatants. Your primary objective is to transit along an ordered track and destroy a hostile Russian cruiser, Russian intelligence gathering ship, Russian aircraft, and a hostile land-based airport. Defend all U. S. forces during this mission.

HINTS TO COMPLETE: Launch aircraft from your land-based airport to support your two ships. Use the ship's 5-inch guns to eliminate the Russian intelligence gathering ship. Use SM-2 surface-to-air missiles to take out hostile aircraft launching from the hostile land-based airport. Fire multiple salvos of TASM and Harpoon missiles against the Russian guided missile cruiser to overwhelm the defensive systems.

STRIKE BACK

MISSION DESCRIPTION: U. S. Red Sea revenge mission.

MISSION TASKING: The primary task is to destroy all Russian forces located at the entrance to the Red Sea. Two U. S. surface warships and U. S. land based aircraft are available to support this mission. Be prepared to defend your forces with all available assets.

HINTS TO COMPLETE: Use your land-based airport to supply additional aircraft to support the transiting surface ships. Remember to use your 5-inch guns to take out close in ships and land targets to prevent clobbering neutral ships with Harpoon missiles or other air-launched missiles. You need to launch a large missile strike against the Russian surface ship to overwhelm the defenses. You also must either send a ship helicopter or a helicopter from the airport to rescue the downed pilot to complete the mission.

IRANIAN ATTACK

MISSION DESCRIPTION: Withdraw from the Gulf.

MISSION TASKING: Withdraw from the Persian Gulf. Be alert to hostile acts by elements of the Iranian military. Complete the mission by engaging and destroying all hostile Iranian platforms, or by safely exiting the Gulf with the carrier afloat.

HINTS TO COMPLETE: Protect your aircraft carrier at all cost and eliminate the hostile aircraft encountered along the way. Neutralize any hostile ships with Maverick air-to-ground missiles to prevent damage to neutral fishing boats located in the gulf. Do not forget to eliminate the hostile land-based airport.

INDIAN OCEAN TRANSIT

MISSION DESCRIPTION: Transit Indian Ocean. Engage hostile Indian naval and air units.

MISSION TASKING: You are authorized to engage hostile Indian units utilizing the full force of your battle group. Two 688(I) class submarines have been assigned to your control and report when ready for tasking. To complete the mission, engage the Indian battle group and inflict at least 50% damage to each surface unit.

HINTS TO COMPLETE: The key to victory here is to fight through the Harrier fighters defending the Indian aircraft carrier. Do not forget to get your 688 (I) submarines involved in this conflict as they may be in a better position to attack the Indian surface fleet.

BUGS AND DRUGS

MISSION DESCRIPTION: CVBG STRIKE MISSION. Conduct a strike against chemical/biological munitions factory on the Kamchatka Peninsula.

MISSION TASKING: Conduct Strike Mission Against Biological/Chemical Munitions Factory located in the vicinity of Latitude 53-32 N Longitude 159-56 E. Positively ID units as Russian prior to engaging. Do not engage civilian platforms.

HINTS TO COMPLETE: This mission has a time constraint to complete. Be advised the target area is defended with at least one SAM site and a guided missile destroyer. Closely monitor all your communication messages to gain further insight to proceed with this mission.

A LINE IN THE SAND

MISSION DESCRIPTION: A two-ship Surface Action Group (SAG) has been detached to demonstrate Freedom of Navigation in the Libyan Gulf of Sidra.

MISSION TASKING: Your mission is to conduct a Freedom of Navigation transit in the Gulf of Sidra. A two-ship Surface Action Group (SAG) has been detached from your battle group to conduct a transit South of Latitude 32 degrees North into the Gulf of Sidra, following a track remaining outside of the recognized 12-mile international territorial limit. The rest of the battle group is to remain North of the "Line of Death," latitude 32 degrees North, and cover the SAG transit. Once intelligence concerning the location of the airport is known, your forces are ordered to eliminate this obstacle.

HINTS TO COMPLETE: This mission encompasses air, surface, land and submarine threats. The pace of this mission is such that you are not overwhelmed if you deal with each of these effectively. There is no advantage to try to sneak around so go ahead and turn on all your radars and sonars. Be careful to attack the hostile surface ships without destroying neutral shipping and fishing boats or you are heavily penalized. The hostile airport is heavily defended with SAM sites, so you may want to send a couple of EA-6B Prowler aircraft to perform jamming of the SAM sites while the F/A-18 Hornets eliminate them with Maverick air-to-ground missiles. Be alert for a threat submarine operating to the south of your two ship surface action group (SAG).

STRAIT AND NARROW

MISSION DESCRIPTION: A U. S. Surface Action Group (SAG), consisting of a guided missile cruiser and two guided missile destroyers is transiting the Formosa Strait.

MISSION TASKING: A three-ship U. S. Surface Action Group (SAG) consisting of one Aegis guided missile cruiser, the formation leader, and two guided missile destroyers is transiting the Formosa Strait to rendezvous with an oiler. The Aircraft Carrier Battle Group (CVBG) is to provide aircraft to assist with suppressing PLAN ship, submarine, and air attacks. An additional task is to destroy a PLAN airport when the target has been authorized for engagement.

HINTS TO COMPLETE: You must complete your transit to rendezvous with the oiler. If your SAG receives too much damage, then the mission will become impossible to win. Use the CVBG aircraft to protect your forces from Chinese aircraft attacks. Be ready to defend yourself immediately upon starting. There may be a couple of submarines operating in the strait so turn on your sonars and launch your SH-60 Seahawk helicopters to prosecute them.

ROGUE FLEET

MISSION DESCRIPTION: A joint United States/Russian Battle Group (JBG) operating in the Black Sea must seek out and destroy renegade Ukrainian Naval forces.

MISSION TASKING: Destroy the renegade Ukrainian naval flotilla. The primary objective during this mission is to locate and destroy the Kuznetsov-Class aircraft carrier. Destroy any submarines encountered, since your forces have none. Good Luck.

HINTS TO COMPLETE: Two primary objectives to win here are to sink the Kuznetsov aircraft carrier and the submarine. You must launch your best surface-to-surface missiles in large quantities to break through the defenses of the Rogue surface fleet. Use your helicopters to scout out the enemy and to prosecute the submarine. This will be a hard fought fight with some damage to your own forces.

HOLD THE TIGER AT BAY

MISSION DESCRIPTION: A U.S. Carrier Battle Group (CVBG) must transit to a position 100 miles south of the India-Pakistan border to be ready for an evacuation of U. S. civilians from India.

MISSION TASKING: Your forces are to transit to latitude 22-20N, longitude 067E. An evacuation of U.S. civilians from India is probable. Pakistan is allied with U.S. Forces and is relying on your firepower to deter any further hostilities with India.

HINTS TO COMPLETE: This is one of the toughest two-star missions. Use your airborne F-14 Tomcats and F/A-18 Hornets to identify the Indian aircraft carrier then conduct a coordinated strike against this force with shipboard cruise missiles and EA-6B Prowlers jamming the Indian ships to ensure more missiles find the target. Dispatch some attack aircraft to assist Pakistani forces with Indian surface patrol boats operating in their area. Clear the skies and seas of enemy forces to send helicopters for a rescue mission.

THREE STAR MISSIONS (MORE DIFFICULT)

NORWAY ALTA FJORD

MISSION DESCRIPTION: Command an Allied SAG on patrol in the Arctic Ocean. The SAG is on alert due to reports of Russian activity in the area.

MISSION TASKING: Your naval forces are to locate, identify, and destroy Russian forces operating in the Arctic Ocean, north of Norway. The Air Force has an E-3 Sentry AWACS aircraft already in the area. The U. S. Aegis guided missile cruiser is the formation leader of the Allied SAG.

HINTS TO COMPLETE: Russian forces are scattered among many neutral ships and there are more than you can shake a harpoon at! EMCON does no good here, so energize all radars and get busy. Incoming missiles are sporadic at first so you have a few minutes to get organized. Get aircraft from the airbase to the south to help identify and attack the Russian forces. You can't survive without them. Take out the unidentified helos early in the mission. Help is on the way.

NOMINATED FOR AN OSCAR

MISSION DESCRIPTION: Search for and destroy an Oscar Class submarine operating in the North Pacific Ocean with a two-ship search attack unit (SAU).

MISSION TASKING: Search for and destroy Oscar Class submarine in your North Pacific area of operations. Locate and destroy Russian AGI (intelligence gathering ship) if located in your vicinity. Land-based P-3 Orion maritime patrol aircraft are available from an airport in Japan. With luck you may turn in an Oscar-winning performance.

HINTS TO COMPLETE: It's a big ocean with a submarine and an AGI to find. Let your P-3 look for and attack the AGI since it can cover more area faster. Get your helos airborne and place them 10-15 miles ahead of your track to look for the Oscar. Pay attention to intel updates and construct your search area around the information you receive.

PAY-BACKS ARE HELL

MISSION DESCRIPTION: Stop Russian forces from operating south of the Kuril Islands. U. S. and Japanese forces are allied in this mission.

MISSION TASKING: Detect, track, and destroy Russian Forces encountered south of the Kuril Islands. Destruction of the Kuznetsov aircraft carrier is your only required task. Secondary tasks are to eliminate all other Russian units. Seize control of as much territory as possible in case there is a negotiated United Nations cease-fire agreement. Good Luck.

HINTS TO COMPLETE: Be careful with this one! Russian forces are split, with the Kuznetsov and escorts northwest of your position and a smaller group west of you. EMCOM won't help you here since there is a tattletale in the area. Get some strike aircraft airborne from the airfield at 45-03N 147-45E to tackle the smaller group to the west and close on the Kuznetsov with your carrier group. Launch aircraft to take on the Kuznetsov and escorts. There are many friendly surface and air contacts in the area so make a positive ID before you shoot.

RUNNING THE GAUNTLET

MISSION DESCRIPTION: Coordinated strike, surface, subsurface, and mine warfare operations in the Gulf of Oman.

MISSION TASKING: Your mission is to transit to the Gulf of Oman and conduct coordinated strike, surface, subsurface, and mine warfare operations as necessary to open the Strait of Hormuz and force an Iranian withdrawal from the Musandam Peninsula. Protect minesweeping ships headed to the Strait of Hormuz with carrier-based aircraft. Clear out all Iranian naval forces from the Gulf of Oman and Strait of Hormuz. Destroy all land-based Iranian targets.

HINTS TO COMPLETE: This is a rough one. You have many unknowns to sort out and not much time to do it. Look out for a hostile sub close in. Try to eliminate the land-based targets first with TLAMs, then concentrate on the air problem. It's easy to get involved defending your carrier but don't forget to protect the minesweepers! Pay attention to the intel messages to avoid the minefields.

PLUGGING THE GAP

MISSION DESCRIPTION: A U.S. CVBG conducts an opposed transit of the southern portion of the Greenland-Iceland-United Kingdom (GIUK) gap to enter the Norwegian Sea.

MISSION TASKING: Your mission is to transit through the southern portion of the GIUK gap and enter the Norwegian Sea. You must arrive in the vicinity of the Faeroe Islands to complete your mission. This is the first phase of a two phase operation. An amphibious assault force is two days behind you headed to Norway and your CVBG is clearing the way. Due to tensions in the Pacific the Russian Navy is attempting to prevent your carrier group from entering the Norwegian Sea.

HINTS TO COMPLETE: EMCON won't help. Zoom in early on your CVBG in order to defend against numerous incoming aircraft and missiles. Use lots of SM-2's at first to fend off the attackers and launch aircraft after the action slows some. If you survive the initial wave of incoming, go after the launch platforms with aircraft and anti-ship missiles. Look out for submarines ahead of you.

WAR ON DRUGS

MISSION DESCRIPTION: A small U. S. task group is positioned to stem the flow of drugs from a Colombian cartel.

MISSION TASKING: Colombian drugs lords have allied with a faction within the Colombian Navy. Yesterday, a Coast Guard cutter was sunk by an unknown assailant while investigating a cargo ship believed to be carrying a shipment of drugs to the U.S mainland. Your SAG has been dispatched with all haste to investigate, and if possible, destroy whomever is responsible for the

loss of our Coast Guard ship. Your ships are the only ones close enough to engage, a larger CVBG is being assembled. Be extremely careful to identify all potential tracks before engaging, we don't want to anger any other nations which may be operating within their own coastal waters.

HINTS TO COMPLETE: You have plenty of intel this time. Pay attention to those messages. Get some Harriers airborne to tackle the hostile surface targets. Super Cobras can be helpful also. Be alert for incoming anti-ship missiles early in the problem. There is a mix of hostile and friendly air traffic so identify before shooting.

LIBERATING LIBERIA

MISSION DESCRIPTION: A NATO task group tries to prevent the takeover of the capitol city, Monrovia, while rescuing personnel from the embassies of several European countries.

MISSION TASKING:

1. When government forces are able to stabilize the situation and move the embassy staffs to the airport, located at 06-20N/010-46W, evacuate all embassy personnel by helicopter lift from the airport at Monrovia. NATO is not intervening in the conflict other than to protect foreign nationals. Engage rebel forces only as required to ensure the safety of those being evacuated.
2. Use aircraft on Jeanne D'Arc (CVH97) for evacuation and aircraft on Boxer (LHD4) for providing cover.
3. Set up air plan to have protective aircraft in the air throughout the rescue operation.

HINTS TO COMPLETE: Get the rescue helos launched early and position them a safe distance from the airport. Make sure the helos you send in can hold the personnel you need to rescue. Launch Harriers to provide cover. Watch out for SAM sites and hostile helicopters.

HE'S AT IT AGAIN!

MISSION DESCRIPTION: Battle Group Operations in the Persian Gulf.

MISSION TASKING:

1. The carrier battle group (CVBG) is to prepare the battle space and provide defensive cover for the amphibious ready group (ARG) in transit to a station south of the Iraqi coast.
2. Be prepared to conduct strikes against Iraqi targets in defense of Kuwait.
3. Keep aircraft ready for reconnaissance and strike missions.

HINTS TO COMPLETE: Launch Harriers from the Wasp and let them take care of identifying and attacking (if necessary) contacts in the Eastern side of the gulf. Use your CVBG to concentrate on aircraft coming out of Iraq. Pay attention to intel messages and consider using ground attack aircraft to complete the mission.

ANCIENT RIVALRY

MISSION DESCRIPTION: Japan defends her southern islands from a Chinese invasion.

MISSION TASKING:

1. The Emperor expects you to defeat the enemies of Japan using the surface, subsurface, and air forces under your command.

2. U.S. forces operating in the East China Sea will support you if tasked.
3. Locate each of the Chinese Surface Action Groups (SAGs) and attack them before they can reach Japan's home waters.

HINTS TO COMPLETE: This mission is slow to develop, so you have some time to plan a defense. Get some F-14's and F-18's airborne from your carrier to provide air support for the unescorted E-2's and P-3's. Get some P-3's airborne (weather permitting) from the airfield to the Northeast as soon as the mission starts (those Harpoons can come in handy). Once things start happening, there is a lot of area to cover. Zooming in on congested areas can help you sort out who is who; just don't forget about the rest of the theater.

PALESTINIAN PEACE

MISSION DESCRIPTION: The U.S. maintains a naval presence in the Eastern Mediterranean to enforce the latest Middle East peace accords.

MISSION TASKING:

1. Conduct continuous surveillance and maintain a continuous strike posture. CIA personnel on the ground in the disputed areas are attempting to pinpoint the training camps for the radical forces (on both sides) trying to undermine the peace through terrorism.
2. Surgical strikes on those training locations may be required on short notice. Keep missile shooters and aircraft ready for strike missions.

HINTS TO COMPLETE: No incoming to worry about here. Get a recon aircraft up early and head it for the shoreline. It assists in pinpointing the camps (precision counts). TLAM's from the subs offer a quick solution to this mission.

FOUR-STAR MISSIONS (VERY DIFFICULT)

RED SEA CHOKEPPOINT

MISSION DESCRIPTION: Russian surface, subsurface, and air forces are located at a chokepoint off the coast of Yemen. You are in command of two U. S. guided missile cruisers.

MISSION TASKING: Your primary task is to perform a safe transit into the Red Sea through the chokepoint with two U. S. surface combatants. U. S. land-based aircraft are available to support this chokepoint transit. Be prepared to defend your forces with all resources at your disposal. Additional tasking to eliminate important designated land targets may occur.

HINTS TO COMPLETE: This one starts fairly fast. You have about 45 seconds to assess the situation before you get incoming from several directions. Pausing the mission helps you get your act together. Use the various land-based aircraft to assist in prosecuting your targets. You only have two surface platforms available so it takes everything you have to get through this one. Worry about the ASW problem once you have the AAW problem solved.

A FUROR IN THE FJORD

MISSION DESCRIPTION: Break the Russian blockade of Vestfjord.

MISSION TASKING:

1. Your battle group is to break the blockade of Vestfjord. Conduct strike warfare, air warfare, surface warfare, and undersea warfare operations as required. You must neutralize Russian forces in preparation for an amphibious invasion of Norway.
2. Develop a flight plan for CAP aircraft and deploy ships capable of anti-aircraft operations so the carrier is protected against air-launched missile attacks.
3. Deploy ASW-capable aircraft and ships to screen the battle group against Russian submarine activity.

HINTS TO COMPLETE: You don't have much time to develop a flight plan so use the pause key to sort things out. You should try to get rid of the tattletale that's making life difficult for you. EMCON is no help here, so turn on your surface and air search radars and get to work. It won't take long for hostile missiles to start flying, so zoom in on your battle group and use the SM-2's to take out the incoming while you launch the CAP. When you get enough strike aircraft airborne, use them to take out the surface and air threats so you can start concentrating on the ASW problem.

NUESTRAS MALVINAS

MISSION DESCRIPTION: UK Forces attempt to break the Argentine naval blockade of the Falkland Islands (Malvinas) in order to clear the way for an Amphibious Group to land on the islands.

MISSION TASKING:

1. Your United Kingdom Carrier Battle Group, consisting of HMS Ark Royal and HMS Invincible, is to break through the Argentine naval blockade around the Falkland Islands. For your information, Brazil has formed an alliance with Argentina.
2. Prepare air-capable ships for flight ops. Develop an air plan to support reconnaissance and ASW needs.
3. Factor the protection of the amphibious group into your plans.

HINTS TO COMPLETE: It's Sea Harriers against a steady stream of Mirages carrying the Exocet missile. Get as many Harriers out in front of your group to turn back the Mirages *before* they can launch their Exocets. Use your submarines TLAMs to take out the supporting airfield. There are several other targets to find in order to complete this mission so don't think you're done after the Mirages are gone.

RED SEA AMBUSH

MISSION DESCRIPTION: Two U. S. warships are transiting to or from the Red Sea. Good luck and protect your forces.

MISSION TASKING: You are in tactical control of a two-ship Surface Action Group (SAG) transiting to or from the Red Sea. There are U. S. aircraft located at a land-based airport to assist in protecting these units during their transit. Your primary objective is to transit along an ordered track for about twenty miles. You are specifically ordered to perform a humanitarian rescue of a downed pilot during this mission. Defend U. S. forces from a potential ambush while accomplishing your transit.

HINTS TO COMPLETE: Once again, EMCON is no help. With the AGI tucked in close to the merchant, he's hard to take out with missiles. MK 50 torpedoes work pretty well though. Get some F-14s and F-18s airborne from the land based airport to help you out with contacts to the north and south of your position. Most of your problem is to the north so concentrate your firepower in that direction. Take out the two supporting hostile airfields with TLAMs as soon as possible to get rid of the incoming problem. There are friendlies in the area, so be careful who you shoot.

BALTIC SEA MAGIC

MISSION DESCRIPTION: You are the Commander of French Naval Forces ordered to break through a Baltic Sea blockade.

MISSION TASKING: Neutralize all German Baltic Forces encountered and break through the blockade. Additional tasking messages are sent after specific land-based targets have been either located or approved for elimination. Protect the Charles De Gaulle aircraft carrier from receiving any damage. One French SAG is to transit north of the island and the second French SAG is to transit to the south. Good Luck.

HINTS TO COMPLETE: Study up on your weapon characteristics. EMCON helps for a while. Get Super Entendard and Rafales launched and positioned between your carrier group and contacts to your South. Pick off incoming aircraft as soon as you can identify the hostiles. Take out the PCFGs near the islands with Exocets from the Entendards and your escorts. Read your intel messages and launch aircraft appropriately. Don't forget about the ASW picture. Once the close in threat is eliminated, time is on your side to successfully complete this mission.

SOUTH CHINA SLUGFEST

MISSION DESCRIPTION: Battle Group Commander of South East Asian Australian Coalition (SEAAC) opposes Chinese invasion of Spratly Islands.

MISSION TASKING:

1. Protect Spratly Islands from Chinese invasion force. Use element of surprise to your tactical advantage. Consider use of emissions control (EMCON).
2. Check the Intel Board, CIC has updated the Force Composition of the Chinese fleet.
3. Make prudent use of early warning aircraft so as not to give away the position of the main body.
4. Deploy ASW-capable units to screen the main body.
5. Good hunting.

HINTS TO COMPLETE: Launch land-based maritime patrol aircraft P-3 Orion aircraft to join your Allied forces. Maintain a passive electronic radar search with ships, but launch some helicopters to patrol to the North passively to locate the Chinese Fleet. Once you have the forces within range, send several surface-to-surface missile salvos against the surface ships. Target those enemy vessels well clear of any neutral shipping, since you may unintentionally damage them with your anti-ship missiles. Be alert and monitor with active sonar and sonobuoy search for the Chinese diesel submarines operating in close proximity to the Collins class diesel submarines. Maneuver the P-3 aircraft to approach from the rear of the Chinese force and launch Harpoon and torpedoes on these ships to the rear. To eliminate all hostile ships and subs is a battle of attrition, so make your missile salvos count.

MULTIPLAYER MISSIONS

This section familiarizes you with the seven multiplayer missions. Again, a description of multiplayer mission background and the tasking you must complete in order to finish the combat scenario is included. Hints to complete these multiplayer missions are also provided, but these are general since gameplay depends on the number of players involved. Multiplayer missions differ from single missions in that you need to accomplish only one mission objective to successfully complete the combat scenario. Multiplayer missions play much differently if you form alliances between sides or allocate unassigned sides to the computer. If you have some of your own ideas concerning a fun multiplayer mission just develop your own mission using the Mission Editor.

CHANNEL FEVER

MISSION DESCRIPTION: United Kingdom and France have a naval duel with aircraft carrier battle groups in the English Channel.

MISSION TASKING: Eliminate as much of your opponent as possible. There are opportunities to generate additional air assets with the destruction of either an airport, aircraft carrier, or airborne surveillance aircraft.

HINTS TO COMPLETE: Regardless of which side you play, English or French, protect your airborne surveillance aircraft by sending a couple fighter aircraft to patrol between the threat and the aircraft. Use your land-based surface-to-air missile (SAM) site to defend your airport. Launch helicopters and carrier-based aircraft from your surface fleet to identify and engage opposing surface ships. Increase your surface ships' speed to close in on and engage the opposing surface forces. Dispatch additional aircraft from your airport to engage the enemy surveillance aircraft. After neutralizing the surface threat, send a long range aircraft strike against your opponent's airport.

FLORIDA STRAITS

MISSION DESCRIPTION: The United States tries to repulse Argentina and Russia from operating in the Florida Strait.

MISSION TASKING: The United States' primary objective is to sink either the Russian aircraft carrier or the Argentine aircraft carrier. Russia's primary objective is to destroy the United States airport or the Argentine aircraft carrier. Argentina's primary objective is to destroy the United States' airport or the Russian aircraft carrier.

HINTS TO COMPLETE: Try to take on only a single opponent in this three-sided confrontation. Launch available aircraft to send an air strike against the aircraft carrier or the land-based airport. Warning: Argentina has a submarine available to surprise the Russian surface force.

THE GOOD, BAD & UGLY

MISSION DESCRIPTION: United States, Russia, and French forces are battling off the Kamchatka Peninsula.

MISSION TASKING: Destroy all opposing assets from the other two countries.

HINTS TO COMPLETE: This is a tough combat scenario regardless of which side you end up playing. Do not try to surprise anyone by keeping your radar in passive only operations. Go

ahead and turn your radar on. Launch many aircraft using some for defense and others to attack your opponent's aircraft carrier or land-based airport. Warning: the Russians have two aircraft formations airborne at the beginning of the mission and are eager to pick off those nasty air-to-surface AS-4 Kitchen missiles. This mission requires you to balance offense and defense to accomplish your primary mission tasking.

ISLAND TURMOIL

MISSION DESCRIPTION: Germany, France, United Kingdom, and Argentina duel with surface, air, and submarine forces in Caribbean Sea.

MISSION TASKING: Try to stay out of harm's way and keep other forces from entering your territory. Defend your airport. Good hunting.

HINTS TO COMPLETE: The primary objective here is to send your aircraft to neutralize an opponent's airport. The French and United Kingdom have jamming capable aircraft available so beware. Launch your own aircraft from your airport and send some off to a single airport to destroy it and position some to defend your airport from attack. Do not send your aircraft off at maximum speed while transiting or they may run low on fuel before achieving their airport attack objective. Ensure you send fighter attack aircraft with weapons capable of attacking land-based targets. Shipboard helicopter assets should be employed to aid in targeting and attacking opposing surface forces encountered in the mission.

SINK THE LEADER

MISSION DESCRIPTION: Four separate countries have deployed a surface action group to the South Pacific.

MISSION TASKING: The first player to sink the formation leader of an opposing country completes the mission.

HINTS TO COMPLETE: Do not forget to use your land-based surface-to-surface missile battery to attack one of the opposing formations. Try to play the mission with your surface ships' passive-only sensors and launch your helicopters to then search out and identify an opposing force for your ships to attack with surface-to-surface missiles in concert with your land based missile launcher. Fire a lot of weapons to overwhelm the enemies' defenses.

SIX SHOOTER

MISSION DESCRIPTION: Six different countries are in a race to reach an illegal factory building in the Mediterranean Sea, near the coast of Italy.

MISSION TASKING: The first player to get their helicopter to the illegal factory building wins the mission.

HINTS TO COMPLETE: Immediately launch your shipboard helicopter and order it to fly at high speed toward the island. Turn on your ship and helicopter sensors if they are not on. Order your surface ship to engage other helicopters and protect your own helicopter from all other ships and helicopters in the mission. This multiplayer mission is even more interesting if you form alliances prior to starting the scenario.

DEADLY RECOVERY

MISSION DESCRIPTION: Six different countries are in a race to recover a downed pilot in the Mediterranean Sea, between Italy and Sardinia.

MISSION TASKING: The first player to get their helicopter or ship to recover the downed pilot (spy) wins the mission.

HINTS TO COMPLETE: Immediately launch your shipboard helicopter and order it to fly at high speed to rescue the downed pilot. Turn on your ship and helicopter sensors if they are not on. Increase your ship speed to maximum and protect your helicopter from all other ships and helicopters in the mission. Remember speed is good and more is better.

CAMPAIGNS

The Campaigns actually consist of four separate regional conflicts linked by a logical progression of events taking place in the timeframe described in *> Time: The Near Future* on p. 5. The four regions are similar to large separate instances which might occur during a naval deployment of a carrier battle group (CVBG). The campaigns are more challenging than the single missions, and there are other differences as well. The opposing forces encountered from one campaign region to the next have improved capabilities, force size, and determination. Pause and save game menu functions are more than helpful to manage the battle, catch up on communications, and get some sleep or something to eat.

Throughout the campaign regions you control a single United States CVBG consisting of one aircraft carrier with an embarked air wing, two or three Ticonderoga class Aegis guided missile cruisers with two SH-60 helicopters embarked, two or three Arleigh Burke class Aegis guided missile destroyers, one or two Spruance class destroyers with two embarked SH-60 helicopters embarked, two or three Oliver Hazard Perry class frigates with two SH-60 helicopters embarked, and one to three Los Angeles class attack submarines. Specific mission goals are similar to those accomplished during single missions, however now there are several mission goals to accomplish prior to completing each of the campaign regions. The next region does not become available until you have completed the previous region and achieved a high enough mission efficiency rating. (*> Main Menu Basics /Campaigns* on p 9.)

BAY OF BENGAL

MISSION DESCRIPTION: India has mobilized amphibious assault forces and has deployed the INS Viraat in the Gulf of Mannar. Your forces are to transit to Southwest coast of Sri Lanka to pressure India to withdraw forces. Sri Lanka fears Indian military buildup in preparation to final invasion force and collapse of the government. The United Nations has requested that a U.S. CVBG be sent to the area to stabilize the region.

MISSION TASKING: Transit to within 35 NM Southwest of the Sri Lanka coast. Repulse Indian Naval forces which attempt to prevent U. S. CVBG forces from completing this mission. U. S. Ambassador may be extracted from Embassy in Sri Lanka if situation worsens. Be alert to neutral air and merchant traffic operating in this area. Additional tasking may be received during this mission.

HINTS TO COMPLETE: The CVBG is operating with all electronic and acoustic sensors defaulted to passive-only search. Activate all electronic and acoustic sensors first, then launch

your carrier-based E-2C Hawkeye and fighters to search out and engage Indian forces opposing your transit. Also, launch S-3 Viking ASW aircraft to conduct sonobuoy search patterns forward of the CVBG intended transit route. S-3 aircraft are also available and useful to neutralize any hostile surface forces encountered. Monitor your communications, intelligence and tasking messages which provide updated information important to understand and complete tasks needed to successfully complete this region. Try to maintain your initial transit track for your CVBG forces. This keeps you close to the U.S. embassy in Sri Lanka for a possible helicopter extraction of the U. S. Ambassador. Remember that your submarines operating to the north may be useful in accomplishing your tasks of eliminating the land based airport and Indian ARG.

STRAIT OF MALACCA

MISSION DESCRIPTION: China's People's Liberation Army (PLA) forces have conducted a massive incursion into Burma. The port and airport at Rangoon have been converted to PLA military operating bases. The Burmese government in exile in Thailand has requested U.S., Allied, and U.N. assistance to force the withdrawal of the PLA forces. A large People's Liberation Army Navy (PLAN) force supported by Russian surface and subsurface units positioned on a north-south axis in the Andaman Sea has taken control of the northern approaches to the Strait of Malacca. Your mission is to engage the PLAN/Russian naval forces in the Andaman Sea blockading the Strait of Malacca, and conduct air and Tomahawk strikes against the PLAN naval and air forces/facilities at Rangoon. You will rendezvous enroute with a force of up to 2 British and 2 Australian surface combatants which may be part of your alliance during this operation.

MISSION TASKING: Continue on your Easterly transit to engage PLAN and possible Russian forces in the Andaman Sea blockading U. S. and Allied forces from entering the Strait of Malacca. You will rendezvous with a force of up to two British and two Australian surface combatants which may be part of your alliance during this operation. You must neutralize the blockading forces to allow a second CVBG enroute from the Western Pacific clear passage through the Strait enroute to the Sri Lanka area of operations. Clear a path with the aircraft carrier battle group. Good Hunting.

HINTS TO COMPLETE: There is a significant submarine threat while the CVBG is transiting so activate your cruiser, destroyer, and frigate sonars. Protect the British and Australian ships to the south and east allied to your force with F/A-18 Hornet aircraft. Launch some EA-6B Prowlers to jam hostile surface ships operating along your PIM. Try to engage hostile aircraft with your long range fighters prior to them launching anti-ship cruise missiles against your CVBG units. Again send out S-3 Viking aircraft ahead of your CVBG to conduct sonobuoy search for hostile submarines and to launch attacks against hostile surface combatants. You must eliminate all hostile ships and submarines to complete this campaign region.

TAIWAN STRAIT

MISSION DESCRIPTION: China has initiated a very intense media campaign to gain support for a forcible reunification with Taiwan. China is mobilizing a major PLAN force to take control of the Taiwan Strait and begin an assault on Taiwan. Your mission is to proceed toward Taiwan and assume an optimum tactical position from which to operate with Taiwan naval and air units to launch air, surface, and subsurface attacks against PLAN forces.

MISSION TASKING: Proceed to a position to the southwest of Taiwan and together with Allied-Taiwanese naval forces thwart PLAN forces from closing the Strait. You are also responsible for

preventing any invasion forces from assaulting Taiwan. Your mission is completed when PLAN forces withdraw or cease hostilities. You may receive tasking to eliminate designated land targets. Good Luck.

HINTS TO COMPLETE: Be vigilant to hostile submarines patrolling the Taiwan Strait throughout your transit. The best method to eliminate the hostile Chinese airports is to launch Tomahawk missiles against them. Sending aircraft to take out the airports will probably result in some of them being shot down by surface-to-air missile batteries located in the vicinity of the airports. Maintain a constant airborne fighter patrol to prevent hostile aircraft from engaging the CVBG. Ensure the engaging units have clear firing bearings when attacking hostile surface combatants to prevent inadvertent destruction of neutral fishing boats and commercial shipping. Using your carrier based jamming aircraft, EA-6B Prowlers and ES-3 Vikings, in concert with other attack aircraft is an effective tactic to neutralize surface ships without losing a lot of your resources. Launch shipboard SH-60R helicopters to search for submarines and also to assist in attacking or mopping up surface patrol boats or damaged destroyers and frigates with torpedoes.

KURIL ISLANDS

MISSION DESCRIPTION: Japan has established a major sea bed mining operation 20 nmi west of the island of Kunashiri. Kunashiri is claimed by Japan, but occupied by the Russians.

MISSION TASKING: You are in tactical control of all U.S. forces, including USAF land-based aircraft and JMDf forces in the Kuril Island area of operations. You must defend your forces against attack and take control of as much territory as possible. Completion of this tasking is expected to establish stability in this region until a United Nations settlement can be negotiated. Good Luck.

HINTS TO COMPLETE: This is the mother of all campaign regions, and by now you should know how to conduct simultaneous air, surface and submarine warfare operations. The difficulty here lies in the fact that there are Russian Oscar Class submarine launched Shipwreck missiles, surface ship launched Shipwreck missiles, and air launched AS-4 Kitchen missiles all coming in at the very beginning of the combat scenario. Do your best to defend your forces at first, then jump on the offense as soon as possible. Monitor your tasking messages to take out designated land-based facilities. You must realize that you most likely will have to learn some new tricks as you go and will most likely have to attempt this campaign region several times. Do not forget to eliminate all the submarines in the operating area. If this final campaign region is completed you will be rewarded with a victory video.

GAME STRATEGY

This is not a strategy guide containing information on how to win specific missions, but is a source of useful information on how to learn more about naval warfare and to become an efficient tactical gamer. Topics covered in this chapter include: platform maneuvering, sensor employment, weapon employment, and naval warfare mission areas.

Strategy is the act of managing armed forces in a battle, mission or campaign. The purpose or goal of adopting a strategy is to outwit your enemy. The manner in which one implements his or her strategy is through tactics. Tactics is defined as the science or art of maneuvering fighting forces in the presence of the enemy. These points are important to understand prior to further discussion of two specific types of naval warfare styles, namely attrition and maneuver.

Attrition warfare is primarily characterized as the wearing down of an enemy, which is contrasted to maneuver warfare, a high tempo indirect method of engaging the enemy. Attrition warfare is the matching up of your forces to enemy forces, and then forcing the enemy to expend crucial resources faster than they can be replaced. Attrition warfare is difficult to apply to a naval context. Therefore, maneuver warfare is a more preferable and effective style to learn. Key principles to maneuver warfare are the freedom to react to different situations, flexibility to employ needed forces, adaptability to the ever changing tactical environment, and projection of power. The best place to project combat power is against enemy weaknesses and vulnerabilities. Jane's Fleet Command should provide ample opportunities for players to realize naval warfare is more than a science.

PLATFORM MANEUVERING

This section is intended to provide additional information to improve your efficiency in maneuvering ships, aircraft, and submarines. The tutorial missions cover some of the basics concerning platform maneuvering and provide a good starting point. You learn many of the short cut keys as you accumulate **JANE'S FLEET COMMAND** game experience and do a wide variety of operations. Here is where you can further expand your abilities to control the larger forces you see in more difficult single missions and the campaign regions. You can select or hook individual platforms and change their direction, speed, altitude, or depth. This is sufficient in those instances when you have the time or need to devote your full attention to these maneuvers. However, you will find many instances where you need to use shortcuts and game options to perform platform maneuvering.

Multiple objects can be selected simultaneously while playing the game. To select multiple objects within the 2D map, click the left mouse button and drag a box over the objects. Another option is to select one object, press and hold the shift key, and left-click to select objects until all desire objects have been hooked. These objects can be ordered to perform a tactic, such as engage a hostile contact or transit to a specific location. This platform maneuvering technique is only a temporary grouping of units. If you want to maintain a long-term group relationship for a particular number of platforms, create groups.

Creating groups allows you to quickly select multiple platforms for assignment even when they are not all in the current view. For instance, assigning six F/A-18 Hornets and two F-14 Tomcats to a group allows you to quickly select all 8 aircraft, regardless of their position on the map. All eight aircraft can then be given an assignment with one click on the map or target. Right-click menu options for platforms in a group are Engage (no weapon option), Identify, Return to Base, and Return to Station. Groups can also be ordered to transit by right-clicking on a map location.

When a group is selected, the 2D map and 3D view jump to one of the selected group members. You may have to zoom out if you want to see all of your selected platforms; however you need not see all of the platforms to send them on an assignment. Up to nine groups can be assigned. Platforms can belong to more than one group. If a platform is killed, it is removed from all group lists.

Destroyed platforms, downed pilots, weapons, and mines cannot be assigned to a group. While more than ten platforms can be assigned to a group, no more than ten group member's names display on the screen at one time.

SURFACE SHIP

Ships are typically placed in formation around the main body of a task force. In **JANE'S FLEET COMMAND**, ship station icons can be toggled ON/Off to show the position assigned to each ship in the formation. A mission essential unit is normally positioned near the center of the formation with her accompanying missile units, and acts as the guide. The positioning of the escort ships is determined by the capabilities of their detection and weapon systems, and intelligence on threat locations. A sample maneuvering strategy you can employ is to move a missile ship out in front of the formation and turn his active sensors off. This ship is now a missile picket ship and can engage inbound missiles in her threat sector before they reach the task force. A similar strategy can be employed for a radar picket ship or submarine barrier ship. Another platform maneuvering technique with surface ships is to detach two ships, as a Search and Attack Unit (SAU). The SAU conducts ASW or ASUW while the rest of the task force maneuvers away from the threat area. While ships are detached from the formation, remaining ship positions can be adjusted. Detached ships are returned to the task force using the Return-to-Station command. Torpedo evasion is another opportunity you have to employ maneuvering tactics. Ships automatically evade inbound torpedoes by turning away and increasing speed to flank. You can attempt other maneuvers to try to evade the torpedo's detection cone vice simply trying to outrun the torpedo.

AIRCRAFT

Aircraft are typically assigned to air stations relative to the position of the launching platform. Air station icons can be toggled ON/OFF to show the position of the air stations. Multiple aircraft can be assigned to a single air station. Air stations can be hooked and relocated as the tactical environment changes. Aircraft assigned to the air station reposition themselves to the new location. As previously described, aircraft can be grouped into a formation and then ordered to perform a tactic, such as engage a hostile contact or transit to a specific location. You can maneuver aircraft to attack from different directions to try and overwhelm enemy defenses.

SUBMARINE

Submarines are the hardest platform to control because they are the most autonomous platform. You cannot communicate with a submarine that is not at communications depth (150' or less). When a submarine is at communications depth, take advantage of the situation to give orders to the submarine. Normally, you want your submarines to patrol far from the task force in a forward deployed position. This enables you to engage the threat before he can engage you, and possibly keeps the task force out of his threat zone.

SENSOR EMPLOYMENT

JANE'S FLEET COMMAND has been developed to give the player the option to turn on all electronic sensors in the force or to select specific sensors on specific platforms to toggle ON/OFF. The scenarios play differently depending on how you decide to employ your sensors. When the sensor is turned on, is active, or radiating, there is a check mark beside that sensor on the object's mouse menu. When a sensor is off it is acting as a receiver. It is passively collecting acoustic or electromagnetic information from another radiating or active sensor.

The primary decision concerning sensor employment is whether you want to operate in a covert, passive posture or in an overt, active posture with regard to your electromagnetic and acoustic sensor systems. If you think you have the element of surprise, then you should employ your sensors in a covert, passive posture. If, on the other hand, you know there is a significant submarine threat (specifically diesel submarines) and you must transit through this area, you should adopt an active acoustic employment plan of action, using both sonar and sonobuoys. A variety of factors, such as operating location, mission tasking, specific tactical advantages and many other considerations determine whether you should activate your sensors. In some cases it is prudent to activate some primary search sensors such as long range airborne surveillance aircraft, and leave other platforms in a passive posture to deny the opposing force detecting or identifying your force more easily or earlier than necessary.

RADAR

Radar is an acronym for **R**adio **D**etection **A**nd **R**anging. The fundamental operation of radar is to transmit radio frequency (RF) signals from an antenna which travels out in a straight line at the speed of light until the energy is expended or the signal is reflected off of an object. There are several general types of radars which fulfill specific purposes, such as, air surveillance, surface search, and fire control radars. The range of radars are dependent on the platform they are installed in, the amount of power available, antenna size, operating frequency, and RF transmission types. The idea here is to equip you with a basic understanding of available sensors used in the game. This section focuses on radar.

In **JANE'S FLEET COMMAND** your platforms (ships, submarine, and aircraft) may have different types of radars which are annotated as long range (LR), medium range (MR) or short range (SR). You may also see a FC or fire control radar sensor for some platforms. Fire control radars are designed to acquire targets originally detected by search radars to provide accurate range, bearing, and altitude target data. This fire control radar is necessary to either guide missiles or gun fire to a specific target. You may see some ships and aircraft with gun systems and short-range missiles and no fire control radar. In these instances, these platforms direct the firing of

these weapons either visually or with optical sights. Every platform is capable of visual sensing, so if you visually identify a platform, you have also been visually identified by that platform.

Electromagnetic radar emissions have a longer detection range than direct line of sight. However, the radar return cannot distinguish a neutral ship from a hostile ship. The counter-detection range of radar is greater than the radar detection range, since radar detection must take a two-way path as opposed to passively detecting a radar which is a single path. The collection and identification of radar electromagnetic emissions is electronic warfare. Electronic warfare is further discussed later in this chapter. The benefit from activating your radar is that you can develop a bearing, range, altitude, course, and speed values for a contact. This additional information may provide you with the necessary time to prepare for action or to position another asset to identify this contact.

Radar is a line-of-sight sensor. There are some situations where you may not have the ability to see or cover the battle space unless you plan for this. For example, radar may not work if you have a ship with its radar operating near land and the terrain has a mountain range. An enemy aircraft could be flying low behind the mountain range and remain undetected from your ship radar since the aircraft is not in the line of sight of the ship-based radar. To improve your radar coverage in this case, you should position an air surveillance aircraft radar at an altitude above the mountains.

SONAR

Sonar is an acronym for **SOund **N**avigation **A**nd **R**anging**. Sonar is similar to radar in principle, with the exception that it operates in water instead of in air. Instead of RF signals, sonar transmits acoustic energy in the form of a sound wave (traveling at the speed of sound, roughly 5,000 feet per second). Sonar complexity results from the many variables in an ocean environment which may adversely affect sound propagation. Sonar performance in **JANE'S FLEET COMMAND** is variable, and is most affected by the depth of the water. Deep water areas provide the best sonar operating conditions and therefore the longest sonar detection ranges. Size and radiated noise levels of platforms are also key factors in sonar performance. Most sonars are capable of both passive and active operations.

Passive sonar operation is the default operation in **JANE'S FLEET COMMAND**. When the sonar is passive it only receives acoustic energy emitted from a target. The most important point about passive sonar is the only information you receive from it is a line of bearing. As you play **JANE'S FLEET COMMAND** scenarios you may notice if you keep your sonar in a passive mode, there are passive acoustic lines of bearing when a platform detects a possible threat.

SONOBUOY

Sonobuoys, normally launched from aircraft, are sonar devices used to detect submerged submarines. When activated by a detection, sonobuoys relay information by radio back to the launching platform. In **JANE'S FLEET COMMAND**, aircraft that carry sonobuoys can be ordered to launch their buoys using the search command. Sonobuoy spacing is automatic, and the buoys default to passive operation. When an aircraft uses all its sonobuoys, the aircraft must return to base to replenish.

WEAPON & COUNTERMEASURE EMPLOYMENT

In **JANE'S FLEET COMMAND**, it is easy to launch a weapon at a target. Simply hook one of your platforms and click on a threat to attack that threat. The game automatically chooses the best weapon with which to engage that particular target. However, several possible consequences of that action should be considered. Your selected platform continues to engage the target until the target is destroyed, your platform is destroyed, your platform runs out of appropriate weapons, or you order your platform to perform a different task. In some circumstances, it may be more appropriate to use the platform's right-click menu to select a particular weapon with which to attack the target. This technique will allow for best weapon management and best matching of weapon to target for the particular circumstances. Pay particular attention to neutral platforms in the vicinity of targets. For instance, if a neutral ship is between your launching platform and the target, your weapon may home in on the neutral ship.

It is usually best to employ the weapons in your force using a defense-in-depth strategy. Engage the enemy as far from the main body of your formation as possible. Position aircraft far ahead, in the direction of the threat, so they are well positioned to engage the threat before the threat can engage the main body. The next line of defense is your missile ships, followed by guns, and finally self-defense systems.

Countermeasures and decoys are automatically deployed in **JANE'S FLEET COMMAND**. If they possess the capability, both aircraft and surface ships deploy chaff and flares against inbound missiles. Appropriate submarines launch acoustic decoys against inbound torpedoes. Certain aircraft have radar jamming capability. A jamming aircraft can jam only one radar at a time. Therefore, it is often prudent to send multiple jamming capable aircraft in formation with other attack aircraft.

The following aircraft have jamming capability:

UNITED STATES: E-3 Sentry, EA-6B Prowler, EP-3 Orion, ES-3 Viking

UNITED KINGDOM: Mk 2 Nimrod

PEOPLE'S REPUBLIC OF CHINA: B-6 Badger

RUSSIA: TU-142 Bear J

FRANCE: Atlantique 2, Etandard IV PM

SELF DEFENSE WEAPONS

Self defense weapons engage automatically when a threat or threat weapon is within engagement range. Self defense weapons include both gatling guns and short range missiles.

NAVAL WARFARE MISSION AREAS

ANTI-SURFACE WARFARE (ASUW)

ASUW is all actions taken to neutralize the enemy's surface forces. These actions consist of attack by surface ships, submarines, and aircraft using guns, torpedoes, and missiles.

ANTI-SUBMARINE WARFARE (ASW)

ASW consists of operations conducted to deny the enemy the use of his submarine forces, both attack and ballistic missile submarines. ASW operations can be conducted by surface ships, submarines, and aircraft primarily using ASW torpedoes.

ANTI-AIR WARFARE (AAW)

AAW consists of all actions taken to combat the enemy air threat, consisting of both aircraft and missiles. Both surface forces and air forces using missiles and guns conduct AAW operations.

MINE WARFARE (MIW)

MIW consists of both offensive and defensive mine warfare operations. Offensive MIW consists of mine laying against enemy surface and submarine forces. Defensive MIW is the removal or neutralization of all types of enemy mines.

STRIKE WARFARE (STW)

STW is the attack against land-based targets by attack aircraft and land attack missiles from naval platforms.

AMPHIBIOUS WARFARE (AMW)

AMW is an attack launched from naval platforms at sea against a hostile shore involving naval shore bombardment and landing craft carrying ground units.

ELECTRONIC WARFARE (EW)

EW is the military action designed to prevent the enemy's use of the electromagnetic spectrum, while ensuring the use of the electromagnetic spectrum by friendly forces.

MISSION EDITOR

The Mission Editor contains the tools you need to custom build your own single or multiplayer missions. You can also load a previously created single or multiplayer mission and make modifications to it. When you decide to create a new mission, you can choose a region anywhere in the world, select naval forces from any of sixteen countries, form alliances, and designate threats. While developing your scenario, you have access to Jane's Reference which provides information on a specific ship, submarine, or aircraft. To review a platform's capabilities, select the object's icon and press F1. The Mission Editor also contains advanced features such as Probability of Inclusion, Random Start Boxes, and Dynamic Groups. These options allow you to randomize your mission so they play differently each time.

CHOOSE REGION

This screen, with its map of the world, is where you choose the region in which your mission takes place.



To choose a region:

1. Scroll left/right with the arrow keys. A box displays your prospective mission's region. Zoom the map using and or **CONTROL**+Left/Right mouse click.
2. Choose the region in which you want to build your mission. Right-click that region to select it as the mission area.
3. You are prompted to confirm your region choice. Click YES to accept the selected region or click NO to return to the Region map and select a different location.
4. The game loads the chosen region, and the Mission Creation screen appears.

MISSION CREATION

This is the primary screen where the mission is created. Place individual objects using the object buttons along the lower right. Use the Editor Menu along the top of the screen to further customize your mission by adding entire battlegroups, assigning alliances, and editing groups

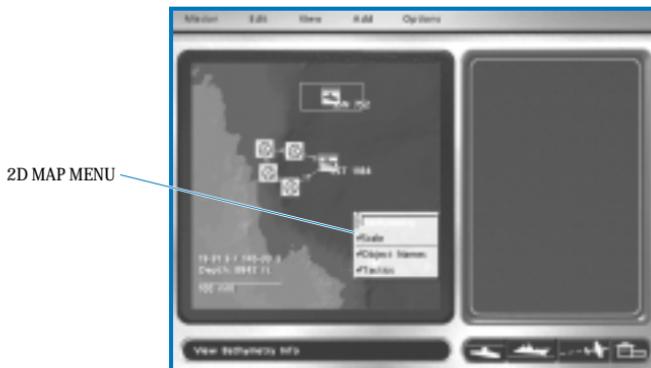
to suit your requirements. As you move your cursor within the 2D map region, the latitude and longitude values in the lower left change with the cursor position. The depth and elevation readout, also in the lower left, shows depth in feet when the cursor is over water and altitude in feet when the cursor is over land. There is also a range scale located in the lower left corner of the display to aid in determining distances.

 **NOTE:** Use of the water depth readout information is important when placing submarines, since the water depth may be too shallow for them to operate.



2D MAP MENU

Right-clicking on the Mission Editor 2D map brings up the Map Menu. From here you can turn ON or OFF several chart display options. Four menu items are available: BATHYMETRY, SCALE, OBJECT NAMES, and TACTICS. The default for all menu items is ON and is indicated with a check mark to the left of the menu option.



BATHYMETRY: When ON the 2D map displays detailed colored shading indicating variations in water depth and land elevations. When OFF the detailed shading is replaced by solid blue for water and solid yellow for land. (Defaults to ON.)

SCALE: When ON the range scale displays in the lower left corner of the 2D map. (Defaults to ON.)

OBJECT NAME: When ON object names display on the 2D map. This menu feature may be important to reduce clutter from the 2D map when creating a mission. (Defaults to ON.)

TACTICS: When ON all object tactics display as white lines on the 2D map. The primary purpose for hiding the display of tactics is to reduce clutter when building a mission (Defaults to ON.)

OBJECT BUTTONS

Use the Object Buttons on the bar located at the bottom right of the screen to place submarines, ships, air corridors, and land objects within the Mission Editor 2D map.



NOTE: Be aware of the great distances covered on the mission map when creating a mission. A good way to check is by clicking on the waypoints of certain tactics. The Object Properties Panel to the right of the screen displays the amount of real time it takes for your platform to reach that point. Though single player games have the option of time compression (see *>Data Display in Detail/Scale*, on p. 39), multiplayer scenarios cannot use accelerated play. Long distances between waypoints and goals take a very long time to traverse.

ADD SUBMARINE OR SHIP

1. Click the submarine or ship button. You are prompted in the Description Bar at the lower left of the screen to click on the map to position the object.
2. Move the cursor to the map and left-click to place the object. Customize the object by using the drop down menus in the Object Properties Panel to the right of the map.

To learn more about the specific selections for your submarine or ship, see *>Object Properties Panel, Submarine or Ship*, on p. 109.

ADD AIR CORRIDOR

An air corridor is a flight path commercial aircraft take during the mission. You can specify the type of aircraft and how many aircraft travel this path every hour in the Mission Editor. Air corridors can be attached to airports or can be independent flight paths traversing the mission area.

To add an air corridor:

1. Click on the air corridor button. You are prompted in the Description Bar to click on the map to position the object.
2. Move your cursor within the 2D map and left-click the position where you would like the air corridor to start.

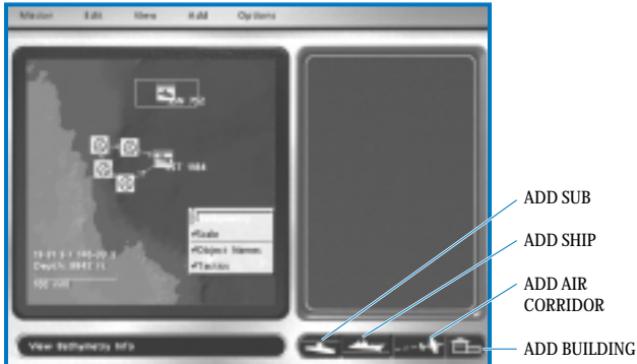
3. Click again on the chart to define the angle and direction the air corridor should take. The air corridor automatically extends to the extreme edges of the 2D map region.

❑ The procedures for adding aircraft and changing air corridor characteristics are found in [➤Object Properties Panel, Air Corridor](#), on p. 114.

ADD BUILDING

1. Select the building object button. You are prompted in the Description Bar to click on the map to position the object.
2. Move the cursor within the 2D map and left-click your mouse to designate the position for your building.

❑ For details on adding building characteristics, [➤Object Properties Panel, Land-Based Buildings](#) on p. 115



NOTE: Use of the land altitude readout information is important when placing buildings, since the buildings need to be placed on land. You may want to make use of the terrain features when positioning your building.

OBJECT MOUSE MENU

Right-clicking on a hooked object enables the Object Mouse Menu. Some of the features found in the Object Mouse Menu are also available from the Object Properties Panel pages for the hooked object. Object Mouse Menu items that are not available for a specific object are grayed out and disabled. For example, since a submarine does not have embarked aircraft, it does not have the following menu items available: ADD INFLIGHT AIRCRAFT, ADD AIR STATION, ADD AIR CORRIDOR, and, FLIGHT SCHEDULE.

The Object Mouse Menu provides a shortcut to add or delete platforms from formations, and assign attached goals to the hooked object. The ADD INFLIGHT AIRCRAFT and ADD AIR STATION options are only available for ships with embarked aircraft (see [Appendix C](#)) and land-based airport objects. The ADD AIR CORRIDOR menu item only applies to land-based airports. Use the FLIGHT SCHEDULE menu item to assign alert readiness conditions to aircraft embarked on a ship or for aircraft located at an airport. The FLIGHT SCHEDULE menu item is only available on the Object Mouse Menu.

OPTIONS
UNAVAILABLE
FOR THIS
PLATFORM



ADD TO FORMATION

The ADD TO FORMATION menu item from the Object Mouse Menu is only available if there is a formation in the mission you are creating. To add a platform to an existing formation, this menu option is the quickest method.

To add an object to a formation:

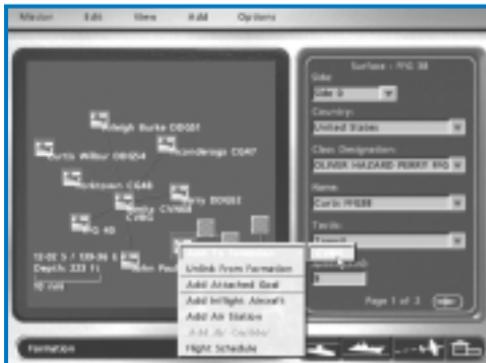
Click on the object to hook the ship. Right-click the mouse when the cursor is over the hooked object to display the Object Mouse Menu.

Select the ADD TO FORMATION menu item. A new menu appears displaying the formations to which you can add the object. Once the object is added to the formation, a blue line links this object to the formation leader on the Mission Editor 2D map.

For details on how to create a formation [>Editor Menu/Options/Formations](#), on p. 107.



NOTE: Once you add the platform to a formation, any tactics you may have previously assigned to this platform are lost. Platforms in formation follow the formation leader and its assigned tactic.



UNLINK FROM FORMATION

Use the UNLINK FROM FORMATION option from the Object Mouse Menu to remove a platform object from a formation.

To use this feature:

1. First hook the object by left-clicking on the object. Next, right-click to access the Object Mouse Menu.
2. Select UNLINK FROM FORMATION. The 2D map no longer shows a blue link line attaching the object to the formation leader. You now need to assign a new tactic to the object.

ADD ATTACHED GOAL

Goals can be attached to specific objects in a mission.

To add an attached goal:

1. Hook the object. Right-click the mouse on the object icon to activate the Object Mouse Menu.
2. Select ADD ATTACHED GOAL. You are prompted in the Description Bar to left-click on the 2D map to position the attached goal.

A blue link line between the attached goal and the object is established. The default type of an attached goal which is created using the Object Mouse Menu is a destination goal with a five mile radius circle. For a detailed discussion on the types of attached goals and how to customize attached goals, see [Add Attached Goal](#) on p. 99.



ADD INFLIGHT AIRCRAFT

The ADD INFLIGHT AIRCRAFT menu option is only available if the object you have hooked has embarked aircraft or is a land-based airport with aircraft.

To add an inflight aircraft:

1. Hook the aircraft's base object.
2. Right-click the mouse over the object icon to display the Object Mouse Menu.
3. Select ADD INFLIGHT AIRCRAFT. The Description Bar below the 2D map prompts you to left-click on the map to position the inflight aircraft. The inflight aircraft icon is placed on the 2D map and a blue link line appears between the aircraft and its base.
4. Hook the inflight aircraft symbol. The Object Properties Panel has a Name field with a selection of available aircraft to use for this station. The Object Properties Panel also has fields allowing you to specify the Speed, Altitude, Tactic, and Weapon Loadout for the aircraft. For additional details on inflight aircraft, see *>Object Properties Panel, Aircraft Carriers* on p. 111.



NOTE: An inflight aircraft is airborne with all sensors ON when the mission begins. Only one aircraft may be assigned to an inflight aircraft station.



ADD AIR STATION

The ADD AIR STATION menu item from the Object Mouse Menu is only available to ships with embarked aircraft or an airport after aircraft have been added. The primary difference between adding an inflight aircraft and an air station is that the inflight aircraft option allows a single aircraft to be placed while the air station can be assigned up to two aircraft.

To add an air station:

1. Hook the object with aircraft and right-click the mouse to invoke the Object Mouse Menu. Select the ADD AIR STATION menu item.
2. The Mission Editor Description Bar prompts you to left mouse click on the 2D map to position the air station.
3. Left-click the air station icon to hook the air station. Options for this air station appear in the Object Properties Panel. The panel has two fields that allow you to specify what aircraft you want assigned to this station. The Weapon Loadout fields allow you to change the mission assignment for each aircraft. Weapons appropriate for the mission assignment are loaded at mission start. The panel also has a field in which you can specify the altitude of the air station. However, the panel contains no option to define a tactic. Planes at an air station follow a predefined holding pattern tactic while they remain on station.



NOTE: An air station may contain one or two aircraft. The altitude of the aircraft in an air station is selectable, however the speed of the aircraft is not. The sensors of the air station aircraft are ON by default, since they are airborne at the beginning of the scenario.



ADD AIR CORRIDOR

The ADD AIR CORRIDOR menu item from the Object Mouse Menu is only available for land-based airport objects. This feature allows you to add an air corridor attached to an airport. This is different from the Add Air Corridor Object Button located in the lower right of the mission editor, which will add independent flight paths that traverse through the mission area. The Add Air Corridor feature is also available on the last page of the Object Properties Panel options for an airport.

To add an air corridor:

1. Hook the airport object. Right-click to activate the Object Mouse Menu and select ADD AIR CORRIDOR.
2. You are prompted in the Description Bar to left mouse click on the 2D map to place the air corridor. One end of the air corridor is anchored to the airport and the other end automatically extends to the edge of the 2D map.
3. To select an air corridor, you must click on one of the large white squares appearing at either end of the corridor's path. You may have to zoom the map all the way out until the entire region is visible before you can access the corridor's selection points. When the corridor is hooked the white lines turn red. For details on customizing an air corridor, see *>Object Properties Panel, Air Corridor*, on p. 114.

**FLIGHT SCHEDULE**

The purpose of the Flight Schedule is to set readiness states for aircraft located in airports and on ships with embarked aircraft. The default readiness state for all aircraft is thirty minutes. You have the option to schedule some aircraft in either an Alert 5 condition (aircraft is available to launch in five minutes), Alert 15 (aircraft is available to launch in fifteen minutes), or Alert 30 (aircraft is available to launch in thirty minutes). For some ships with embarked aircraft there is only one runway or landing pad available. Therefore only one aircraft is allowed to be in an Alert 5 readiness state. Aircraft carriers have multiple airstrips from which to launch aircraft so they permit more than one aircraft to be in Alert 5 condition. You are not able to place more than the allowed number of aircraft in an Alert 15 condition. You may place up to 24 aircraft in Alert 15 and Alert 30 condition.

To access the Flight Schedule:

1. Hook the airport or ship with embarked aircraft. Right-click the icon to activate the Object Mouse Menu. Select the FLIGHT SCHEDULE menu item and a Flight Schedule box appears.
2. Select the radio buttons for the desired alert condition (5, 15, or 30) for each individual aircraft.

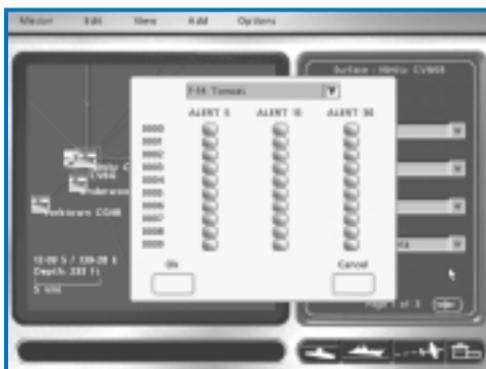
3. Change the Flight Schedule for other aircraft types by selecting them in the list box at the top of the Flight Schedule box.



NOTE: The FLIGHT SCHEDULE menu item is only available if a ship or airport has aircraft assigned to it.



NOTE: You need to use the Object Mouse Menu to access the Flight Schedule when determining the readiness conditions for aircraft embarked on ships (see > Appendix C) and airports.



EDITOR MENU

The menu bar at the top of the Mission Creation screen contains tools for editing, saving, and further customizing your mission. The Editor Menu consists of the following items: Mission, Edit, View, Add, and Options.

MISSION

NEW MISSION: Create a new mission by selecting a new region.

LOAD MISSION: Load a previously created mission.

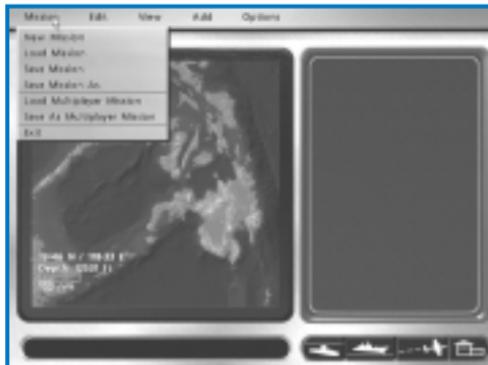
SAVE MISSION: Save your current mission. If your current mission is a new mission and has not yet been saved, you are prompted for a file name.

SAVE MISSION AS: Specify a new name for your current mission and save it.

LOAD MULTIPLAYER MISSION: Load a previously created multiplayer mission.

SAVE AS MULTIPLAYER MISSION: Save your current mission as a multiplayer mission. If your current mission is a new mission and has not yet been saved, you are prompted for a file name.

EXIT: Exit to the Main Menu screen.



EDIT

COPY: Copy a hooked object on the mission map. (You may also press **CONTROL** + **C**.)

PASTE: Paste a copied object anywhere on the map. (You may also press **CONTROL** + **V** key.)

DELETE: Delete a hooked object. (You may also press **DEL**.)

SELECT MULTIPLE OBJECTS: Allows you to click and drag over the map to select more than one object to edit. As you drag the mouse, a box appears showing the selection area. Any objects appearing in this area are selected. Release the mouse button to complete selection of the objects.

SET RANDOM START BOX: Allows you to set a Random Start Box around a hooked object. When selected, a box with the hooked object at the center appears. This box moves and sizes as you move the mouse. Click the left mouse button to freeze and set the box size. The centered object begins the mission at a random point within this square.

REMOVE RANDOM START BOX: Deletes the Random Start Box from around a hooked object.

SIDE ALLIANCES: Allows you to select which sides are allied. See *>Set Alliances*, on p. 118.

ENVIRONMENTAL CONDITIONS: Allows you to set the environmental conditions for your game mission. See *>Set Environmental Conditions*, on p. 118.



VIEW

BATHYMETRY: Toggle the display of sea/land contour shading ON/OFF.

SCALE: Toggle the map scale indicator ON/OFF.

OBJECT NAMES: Toggle the display of names adjacent to objects ON/OFF.

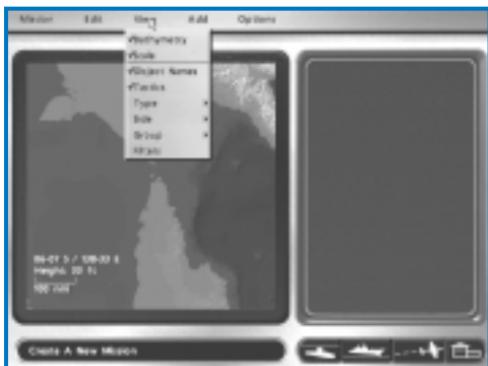
TACTICS: Toggle the display of all assigned tactics and waypoints ON/OFF.

TYPE: Toggle ON/OFF the appearance of the various types of platforms and objects: surface ships, aircraft, submarines, land-based objects, mines, and goals.

SIDE: Choose which sides' forces are shown on the map.

GROUP: Toggle dynamic groups ON/OFF.

FILTERS: Allows you to choose several view filters at once, including viewing by side, platform type, and dynamic group.



ADD

TRANSITING WAYPOINTS: Assign a set of moveable waypoints for a platform to transit before beginning a specified tactic.



NOTE: The TRANSITING WAYPOINT menu item is only available when you hook a platform that has been assigned a name and a tactic. The platform starts the mission at the outermost waypoint and transits each waypoint until it reaches the location of the platform icon. The platform then executes its assigned tactic.

WAYPOINT: Add an additional waypoint to the platform's path for tactics that already incorporate waypoints.



NOTE: When you add a waypoint to a tactic you must have one of the waypoints in the tactic or the object icon itself hooked to activate the menu item.

MINEFIELD: Place a minefield on the map. Mines must be placed in water. Details on the Minefield Description Box are included in [> Add Minefield](#), on p. 119.

GLOBAL GOAL: Place a global goal on the map. For more details see [> Add Global Goal](#), on p. 121. To arrange their order of importance, see [> Goal Precedence](#), on p. 130.



OPTIONS



SET PLAYER SIDE: Choose the side the player commands.

CREATE DYNAMIC GROUP: Create a grouping of objects and assign a probability of inclusion for the group as well as specific members of that group. A group can contain any combination of ships, planes, subs, or land-based objects. See [Create Dynamic Group](#), on p. 132.

EDIT DYNAMIC GROUP: Modify dynamic group properties. You can change the composition of existing dynamic groups, and adjust the probability that individual ships within those groups appear. See [Edit Dynamic Group](#), on p. 133.

GOAL PRECEDENCE: Set the order in which goals must be accomplished to complete the mission. See [Goal Precedence](#), on p. 130.

DEFINE MISSION DESCRIPTION: Create or edit a description of the mission. This is a brief description of the mission that appears on the Mission Selection screen.

DEFINE INTEL MESSAGE: Create or edit an intelligence message for the mission. Intel messages defined here appear in the Intel section of the Comms screen at the start of the mission.

DEFINE TASKING MESSAGE: Create or edit a tasking message for the mission. The tasking message is the first message you receive when the mission begins. This should contain more precise information than the mission description.

SET MISSION TITLE: Create or edit a name for the mission and define its level of difficulty (the number of stars on the Mission Selection screen). If no mission name is specified, it defaults to the mission's file name.



NOTE: The mission title text field size is limited to twenty characters.

FORMATIONS: Choose a formation and type of group, or customize a formation. To place a formation, follow the steps for placing a single ship. See [To Add a Ship](#), on p. 96.



CREATE FORMATION Allows for the creation of a custom formation.

To create a custom formation:

1. Place all objects to be included in the formation using the Object Buttons. Select all the objects by using the SELECT MULTIPLE OBJECTS option from the Edit menu or press **[SHIFT]** while left-clicking on multiple objects.
2. Click CREATE FORMATION and enter a name. Select the formation leader from the list of selected objects. The objects added to this formation follow the speed and movement of the leader.
3. To add a single object to the formation, place it on the map, then right-click it. Select ADD TO FORMATION from the Object Mouse Menu. A listing of available formations appears. Choose the formation to which you would like to add the platform.

DELETE FORMATION: Delete the chosen formation.

STANDARD FORMATION: Allows for the placement of one of several standard battlegroup formations on the 2D map. Select the type of battle group you wish to place on the map. Right-click on the map to place the group.



 **NOTE:** When you place a fleet on the map, it defaults to a United States battlegroup. To change the fleet's nationality, you must click on each individual ship and assign it a new nationality using the Object Properties Panel to the right of the map. (See **>Object Properties Panel**, on p. 109.)

- **SAG:** Place a Surface Action Group as your formation.
- **ARG:** Place an Amphibious Ready Group as your formation.
- **CVBG:** Place a Carrier Battle Group as your formation.

FORMATION TACTICS:

The tactics available for the leader of a formation are different than those of a single ship. To view the tactics available to a formation leader, select the formation leader and view the options listed in the Tactics drop down list in the Object Properties Panel.

PIM WAYPOINTS: Drag a line across the map and release. The formation leader travels through the waypoints and continues in a straight line upon reaching the final waypoint.

PIM AREA WAYPOINTS: Drag a square across the map and release. The formation leader travels to each waypoint and begins again when the last waypoint is reached.

EA TIP To re-arrange the ships of your formation, click and drag the individual objects to the desired place on the map.



OBJECT PROPERTIES PANEL SUBMARINE OR SHIP

There are two pages of object properties for ships and aircraft. The exception is for aircraft carrier type objects. They have a third properties page. (See *>Aircraft Carriers* on p. 111.)



PAGE ONE

SIDE: Select the object's side. To set alliances between sides, see *>Set Alliances* on p. 118.

COUNTRY: Select the object's nation.

CLASS DESIGNATION: Select the object's class (for submarines and ships).

NAME: Select the specific vessel name, or hull number for some classes.

TACTIC: Choose the object's tactic from one of those listed below. After the tactic is selected, the Description Bar prompts you to position the object tactic on the 2D map. Use the left mouse button to position the tactic in the 2D map.

EXPANDING BOX: The platform first patrols the area in an outward spiral pattern then an inward spiral pattern.

LADDER BOX: The platform patrols the area in a back-and-forth pattern within the parameters of the box.

RANDOM BOX: The platform patrols the area in a random pattern.

PERIMETER BOX: The platform patrols the area along the perimeter of the box.

TRANSIT SEARCH: The platform travels to each of the four waypoints and searches for enemy contacts. If an enemy is detected, it deviates from its path to engage. The waypoints may be dragged to any position on the map. At the last waypoint, the platform maintains the assigned course and speed indefinitely unless it detects a threat.

AREA WAYPOINTS: Similar to transit search in that the platform travels to each of the four waypoints and searches for enemy contacts. The waypoints may be dragged to any position on the map. Unlike transit search, when the platform reaches the last waypoint, it returns to the first waypoint and resumes the pattern.

BARRIER: The platform travels back and forth along an assigned path. The waypoint marker that appears on the map can be moved to any position.

TRANSIT: The platform travels to each waypoint. It does not deviate from its path except in defense. Four waypoints appear which can be dragged to any position on the map. At the last waypoint, the platform maintains the assigned course and speed indefinitely.

SPEED: Enter the desired speed of the platform in knots.

DEPTH: Enter the desired depth for submarines in feet.

PAGE TWO



PROBABILITY OF INCLUSION: This is the percentage chance an object appears at the start of the mission.

LATITUDE: Shows the starting latitude of the platform.

LONGITUDE: Shows the starting longitude of the platform.

- To change the latitude or longitude of an object, move the cursor over the icon on the map. Click and drag the icon to the desired location and release the mouse button.

POINTS: Assign the platform a point value that the player receives when the platform is destroyed. If a Friendly platform is damaged or destroyed, its points are subtracted from your mission score. If a Hostile platform is damaged or destroyed, its points are added to your score. If you assign the platform no point value, it does not show in the Mission Debrief, nor does it affect the mission's success percentage. When a platform is damaged but not destroyed, the player still receives partial points. For example, if a Hostile platform which is assigned 1000 points receives 20% damage, the player is awarded 200 points.

COMMS PERIOD (HRS.): Set the interval at which a submarine rises to communication depth to receive orders.

AIRCRAFT CARRIERS

The first two pages of the Object Properties Panel are the same for aircraft carriers. However, an additional page of properties becomes available with this specific class of ship.

PAGE THREE (CARRIERS ONLY)

AIRCRAFT AVAILABLE: Shows the aircraft available on the selected carrier.

ADD INFLIGHT AIRCRAFT: Allows inflight aircraft to be placed anywhere on the map.



INFLIGHT AIRCRAFT

There are three pages of properties available for inflight aircraft.

PAGE ONE

NAME: Choose the type of aircraft to be placed. This list comes from the Ship-Based Aircraft List. See [Appendix C](#), on p. 150.

TACTIC: Choose the tactic the aircraft performs. For descriptions of these tactics, see [Object Properties Panel/Submarine or Ship/Page One](#), on p. 109.



NOTE: One tactic available to ASW aircraft with sonobuoys is a Sonobuoy Search tactic.

The tactic is a box designated with the cursor on the 2D map where the ASW helicopter or aircraft is to drop sonobuoys to search for submarines.

SPEED: Set the aircraft's speed in knots.

ALTITUDE: Set the aircraft's altitude in feet.

WEAPON LOADOUT: Select Naval Warfare Mission Area assignment for the aircraft. Weapons appropriate for the mission type are loaded on the aircraft at mission start.



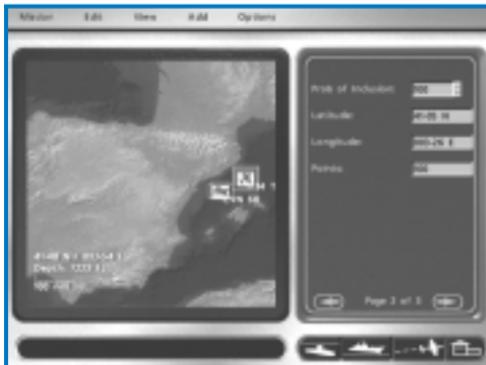
PAGE TWO

PROBABILITY OF INCLUSION: Set the percentage chance an object appears in the mission play.

LATITUDE: Set the starting latitude of the aircraft.

LONGITUDE: Set the starting longitude of the aircraft.

POINTS: Assign a point value to the aircraft. This is included in the mission's final tally as part of the overall score and success rate.

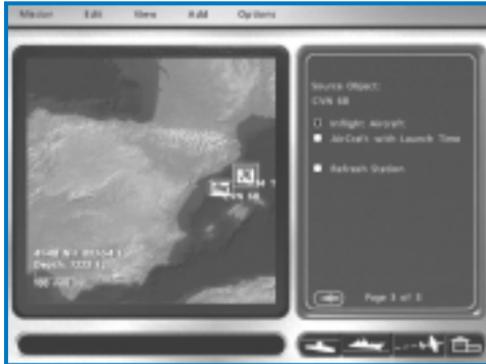


PAGE THREE

SOURCE OBJECT: Displays the platform at which the aircraft is stationed.

INFLIGHT AIRCRAFT: Specify whether or not the aircraft is to begin the mission airborne.

AIRCRAFT WITH LAUNCH TIME: Specify whether or not the aircraft is to begin the mission at its station. The Launch Time box appears in which you set the time the aircraft launches from its source object. For example, if the mission begins at 08:00, setting the launch time to 08:15 makes the aircraft launch 15 minutes after the mission's start.



NOTE: If, after specifying aircraft with a specific launch time, you decide to change the scenario start time, your aircraft launch time is automatically updated to occur within the same elapsed time interval from the original scenario start time. For example, if the mission begins at 08:00 and the aircraft launch time is 08:15, changing the scenario start time to 06:00 causes the aircraft launch time to be updated to 06:15.

REFRESH STATION: Causes the aircraft's source object to automatically begin preparing another aircraft to take its place when that aircraft returns.

ADD AIR STATION

Click on the Add Air Station button then click on the map to place the station. Select aircraft to be assigned to the station from the Assigned Aircraft drop down lists. Up to two aircraft can be assigned to an air station. From the Weapon Loadout dropdown list select the mission assignment for each aircraft. Weapons appropriate for the mission type will be loaded on the aircraft at mission start. You can also designate the altitude of the station.



SHIPS WITH EMBARKED AIRCRAFT

In addition to aircraft carriers many types of ships carry helicopters and other aircraft. All ships with embarked aircraft are identified in Appendix C.

ADD INFLIGHT AIRCRAFT:

For ships other than carriers, use the Add Inflight Aircraft button on page two of the Object Properties Panel to add an inflight aircraft to the mission. Click on the map to place the aircraft, then select the aircraft's icon to display the inflight aircraft pages described above. The platform's Object Mouse Menu can also be used to add inflight aircraft. See *> Object Mouse Menu, Add Inflight Aircraft*, on p. 100.

ADD AIR STATION:

Add air stations for ships other than carriers by clicking the Add Air Station button on page two of the platform's Object Properties Panel or by selecting ADD AIR STATION from the Object Mouse Menu.

AIR CORRIDOR

An Air Corridor is a flight path commercial aircraft take during the mission. Air corridors can be attached to airports or can be independent flight paths traversing the mission area. You can change air corridor options such as the type of aircraft and rate of generation in the Object Properties Panel.

After adding an air corridor to the 2Dmap, click on one of the two endpoints of the air corridor to gain access to the Object Properties Panel.

PAGE ONE

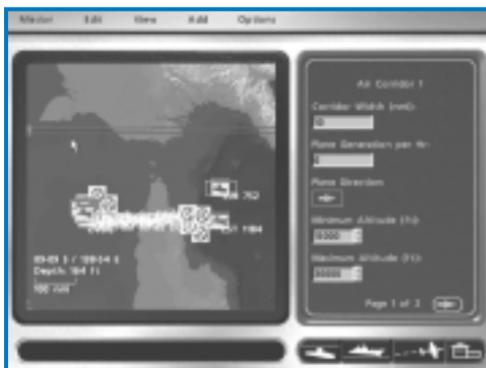
CORRIDOR WIDTH: Set the width (in miles) of the air corridor.

PLANE GENERATION PER HOUR: Set the rate planes are generated. (Number of planes per hour.)

PLANE DIRECTION: Toggle button to set the direction aircraft travel in the air corridor.

MINIMUM ALTITUDE: Set the minimum altitude aircraft can fly in the air corridor.

MAXIMUM ALTITUDE: Set the maximum altitude aircraft can fly in the air corridor.



PAGE TWO

AVAILABLE AIRCRAFT: Add or delete aircraft from the air corridor. Click on the Add Aircraft button to designate the aircraft that are to populate the air corridor. Select an aircraft type from the Available Aircraft list, then click on the Delete Aircraft button to remove aircraft from the air corridor.



LAND-BASED BUILDINGS

Once you have created a building object and placed it on land, a building icon appears and building properties appear in the Object Properties Panel to the right of the map.

PAGE ONE

SIDE: Select the object's side.

NAME: Select the specific building object name.

HEADING: Set the orientation of the building object. Enter a number 0 to 360 to designate the direction a building faces.

INCLUDE IN SIM: Specifies whether the selected building is added to the mission as a simulation object. Simulation objects can be selected and destroyed. Non-simulation objects appear on the screen but can not be selected or destroyed in the mission.

AUTO DETECT: Specifies whether or not the building is always visible during a mission. When this option is selected the building is automatically detected by all of the player's platform sensors.

EA TIP To add more buildings to your scenario for visual effect, without impacting game play, use the Include in Sim option. Insure that the Include in Sim option is not checked if you want the building to appear in the 3D view but not to be included in the mission play (i.e. you don't have to kill it and it doesn't appear on the mission map). Including too many buildings in the sim slows the simulation down, and dramatically reduces frame rate.



PAGE TWO

PROBABILITY OF INCLUSION: The percentage chance an object appears in the mission play.

LATITUDE: Shows the building latitude.

LONGITUDE: Shows the building longitude.

POINTS: Assign a building a point value. This is included in the mission's final tally as part of the overall score and success rate.



AIRPORT

The airport land-based object is similar to an aircraft carrier object. An additional page of the Object Properties Panel becomes available.

To add aircraft, delete aircraft, add inflight aircraft, or add an air corridor follow the instructions below.

1. Click on the airport to select it.
2. On page three of the Object Properties Panel, four buttons appear at the bottom of the page: Add Aircraft, Delete Aircraft, Add Inflight Aircraft, and Add Air Corridor.
3. Add Aircraft and Delete Aircraft are treated the same as in [To Add Air Corridor](#), on p. 101.
4. Clicking Add Inflight Aircraft places aircraft from the airport aloft at the start of the game. The number of aircraft in the air is subtracted from the planes grounded at the airport. You must place planes at the airport before you can add inflight aircraft.
5. Add Air Corridor is treated the same as in page two of [To Add Air Corridor](#) (see [p. 101](#)) with the exception that one end of the corridor is anchored at the airport, where the planes land.



NOTE: The Plane Generation per Hr value on page one of the air corridor's Object Properties Panel determines how many planes are in the corridor at a time. When the total number of planes is exhausted, the air corridor becomes idle.



SET ALLIANCES

From the Editor menu, select Edit then SET ALLIANCES to display the Alliances box. Click to highlight the side you wish to ally with or against your fleet.

Click the ← or → arrow to place that side in your alliance (left box) or among the forces allied against you (right box).



SET ENVIRONMENTAL CONDITIONS

To set or change environmental conditions in your mission, select the Edit from the Editor menu and then choose ENVIRONMENTAL CONDITIONS, activating the Conditions box.

SEA STATE: Set the condition of the sea, from 1 (calm) to 5 (choppy).

TIME OF DAY: Set the time of day at which the mission begins using 24-hour military time.



NOTE: When you make a change to the time of day, a confirm box appears stating "Changing Time of Day will effect all goals and aircraft with a launch time. Do you want the dates to be automatically updated to the new start time?" If you select the YES button, all times for your goals and aircraft launches are adjusted to maintain the same time interval relative to the original mission start time.

BOTTOM TYPE: Set the state of the seafloor: rock, mud, or sand. These conditions can affect sound propagation for active and passive sonar operations.

MONTH: Set the month in which the mission takes place.

WEATHER: Set the weather conditions in which the mission takes place. Available selections are Clear, Puffy Clouds, Overcast, and Rain. These weather conditions can affect sensor detection ranges and visual ranges.

SSP TYPE: Toggle SSP (Sound Speed Profile). The selections for SSP types include Surface Duct, Bottom Limited, and Convergence Zone. These SSP types determine the sound propagation paths available for acoustic sound energy to travel. Bottom Limited has the shortest ranges and Convergence Zone the longest ranges.

CLOUD HEIGHT: Set the height of cloud cover (no lower than 1000 meters).



ADD MINEFIELD

To add a minefield to your mission:

1. Select the Add menu option from the Editor menu, and then select MINEFIELD.
2. The Description Bar below the 2D map prompts you with a green flashing text message to define the area on the map in which to place the minefield. You can do this by clicking the left mouse button on the desired area and dragging the mouse until the area locating the minefield is drawn on the map.
3. Release the left mouse button. You have defined the area in which the mines are evenly distributed. The Minefield Designation dialog box then becomes available.

Enter the number of mine columns in the first field.

Enter the number of mine rows in the second field.



NOTE: The total number of mines permitted in the minefield is limited to one hundred. Check the total number of mines by multiplying the number of rows by the number of columns.

- ❑ Select the mine type from the drop down list, either Contact, Influence, or Moored Mine. A Contact mine type detonates only when an object makes physical contact. An Influence mine type detonates when a ship or submarine disturbs the Influence mine. A Moored mine is an Influence mine anchored with a mooring cable.
- ❑ Enter the depth in feet in the next field. If you enter a mine depth that exceeds the water depth, a message box appears when the mission is saved notifying you that the object exceeds the water depth.
- ❑ Select the side this minefield belongs to.



NOTE: Use of the water depth readout information is important when placing mines since the water depth may be too shallow for them to operate.



When a mine is selected on the map, the following options for that mine appear on the Object Properties Panel.

PAGE ONE

SIDE: Assign the side to which the mine belongs.

NAME: Specify the type of the selected mine. The mine type selected when the minefield was created is shown by default.

DEPTH: Specify the depth of the selected mine. The depth in feet designated when minefield was created is shown by default.



PAGE TWO

PROBABILITY OF INCLUSION: This is the percentage chance an object appears in the mission play.

LATITUDE: Shows the latitude of the mine.

LONGITUDE: Shows the longitude of the mine.

POINTS: Select a point value for the mine. Default point value is zero, since weapons are normally not counted as part of the overall score and mission effectiveness rating.



ADD GLOBAL GOAL

There are two types of global goals, Destination and Automatic. Both types are described in-depth below.

To place a global goal:

1. Left-click GLOBAL GOAL in the Add menu.
2. Left-click the location on the map where the goal is to be placed.
3. Click the goal to assign it properties. The Goal's Object Properties Panel appears to the right of the map.

DESTINATION GOAL

A Destination Goal is a goal achievable only when the object that matches the goal criteria arrives at the goal location on the map. A radius can be defined around the goal so an object can trigger the goal by arriving at a position within that radius.

PAGE ONE

GOAL NAME: Assign the goal a name. The default goal name is Goal with a sequential number appended.

GOAL TYPE: Specify whether the goal type is a Destination Goal or an Automatic Goal. An Automatic Goal has no specific criteria to be achieved. See *>Automatic Goal*, on p. 126.

SIDE: Assign the goal to a specific side. If you do not specify a side, the objects that can satisfy this goal do not have to belong to a specific side.

COUNTRY: Choose the nationality of the platform that must reach the goal. If you do not specify a country, the objects that can satisfy this goal do not have to belong to a specific country.

CLASS: Choose the class of the platform. If you do not select a class, the objects that can satisfy this goal do not have to belong to a specific class.



NOTE: For any goal you can specify the side, the country, and the class of the object that must complete the goal. You may leave any of these fields blank, meaning that any value is valid for that field. For example, if you select "United States" for the country and leave the rest of the fields blank, any United States platform on any side can satisfy this goal. Similarly you can set the side specification to side I, and leave the rest of the fields blank. Then any platform on side I can accomplish the goal.

PAGE TWO

RADIUS: Define a range around the goal. Arrival anywhere within this area accomplishes the goal. A white circle around the goal icon shows the range on the map.

POINTS: Assign a point value to the goal. The points are included in the mission's overall score and success rate. If a point value is assigned, the goal appears in the Assigned Tasks section of the Mission Debrief Screen.

START/END TIME: Specify the time within which the goal must be completed. If you do not select a start or end time, this goal can be accomplished at any time during the mission.

LATITUDE: Adjust the latitude of the goal.

LONGITUDE: Adjust the longitude of the goal.

RETURN TO BASE: Specify whether the platform must not only arrive within the radius of the goal but also return to base to satisfy the goal. This option is intended for aircraft objects. If a ship arrived within the goal's radius, it would automatically satisfy the goal.

EA TIP Use the Return to Base option for scenarios in which you want aircraft to arrive at a location and then return safely to base to get points. An example of this might require a helicopter to pick up personnel from a land site in a Hostile area and return them safely to base. The player only receives points if he accomplishes both parts of the goal.



PAGE THREE

COMMUNICATIONS

Specify the parameters of the communications message the player receives when the goal is accomplished. During gameplay new communications messages are displayed in the Comms screen. A blinking red box in the bottom right of the Data Display indicates that a new message has been received.

TYPE: Allows the user to specify one of three types of communications: Intelligence (Intel), Tasking, or Messages. The type of message selected determines which area of the Comms screen shows the message.

INTEL. A report with further mission information. This message appears in the Intel section of the Comms screen during gameplay.

TASKING. Information about an additional goal. This message appears in the Tasking section of the Comms screen during gameplay.

MESSAGES. Other messages the player receives when the goal is reached. This message appear in the Messages section of the Comms screen during gameplay.

TEXT: Compose the text of the communications received. The first line of this message appears at the bottom of the large upper portion of the CDS screen during gameplay. Therefore the first line of the message should notify the player of the type of message received (for example, “New intelligence message received”). This line should be followed by a hard return. The entire body of the message appears in the appropriate section of the Comms screen.

AUDIO FILE: Specify an audio file to be played when the message is displayed. The following is a list of .wav files available in **JANE'S FLEET COMMAND** and the content of the message. To get the message .wav files to play in a created mission, type the name of the .wav file exactly as follows:

TACTICALUPDATE RECEIVED.WAV: “Tactical update message received.”

UPDATEDTASKING RECEIVED.WAV: “Updated tasking message received.”

HIGHINTEL RECEIVED.WAV: “High priority intelligence message received.”

HIGHTASKING RECEIVED.WAV: “High priority tasking received.”

SITREPORT COPIED.WAV: “Situation report copied.”

DAMAGEREP RECEIVED.WAV: “Battle damage assessment report received.”

MISSIONCOMPLETE.WAV: “Mission complete. Report for Debrief.”

NEWINTEL RECEIVED.WAV: “New intelligence message received.”

NEWTASKING RECEIVED.WAV: “New Tasking message received.”

TASKING RECEIVED.WAV: “Immediate tasking received.”

UPDATEDINTEL COPIED.WAV: “Updated intelligence message copied.”



NOTE: The .wav files shipped with Jane's Fleet Command do not require a full path, just the file name. To play your own custom .wav file, copy the .wav file to the Scenario directory (a subdirectory off of the path in which Jane's Fleet Command was installed) on your hard drive. Enter the name of this new .wav file in the goal Audio File box.



NOTE: When creating text or sound for the final goal of the game (i.e., the Mission Complete goal), make sure that the communication message tells the player that the mission has been completed. Missions have no other time limit or ending point.



NOTE: When designing multiplayer missions that have custom .wav files, participating players must have not only the scenario file but also the new .wav file(s). The other players should copy the .wav and scenario files to their Scenario directory.



PAGE FOUR

SUCCESS DEBRIEF MISSION: Enter a message to be received at mission's end if the goal is achieved.

FAILURE DEBRIEF MISSION: Enter a message to be received at mission's end if the goal is not achieved.

When the mission ends, the player reaches the Debrief screen where all the statistics of the mission are displayed. On this screen, all goals that have a non-zero point value are shown, along with their success or failure status. If the goal was successfully completed, clicking on the goal description in the Debrief screen reveals the success message for that goal. If the goal was not accomplished, clicking on the goal description displays the failure message for the goal.



NOTE: The Success and Failure Debrief messages are only shown if points are assigned to the goal.



PAGE FIVE

ACTION: Determine an action that takes place when the goal is reached.

NONE: No action takes place.

CREATE OBJECT: Allows air objects to be created when a goal is achieved. When the goal is reached, an object or group of objects appear at the goal's location. The object is under the control of the side to which the goal is assigned. If the goal has not been assigned a side, the object is controlled by the side that reaches it first. Clicking Add Object calls up the Add Goal Object box as described below. To delete an object, highlight the object you wish to remove in the Objects to Create list, then click Delete Object.

In the Add Goal Object box you can specify the following:

COUNTRY: Choose the country to which the object belongs.

CLASS: Choose the type of object which appears.

NUMBER OF OBJECTS: Choose the number of objects to create.

**AUTOMATIC GOAL**

Automatic Goals are goals that do not have any specific criteria required for them to be accomplished. They are automatically triggered. Automatic goals are setup to be triggered at a certain time in the scenario. No other criteria, such as side or country, need be specified for an object to trigger the goal. They are useful for any intel or communication you want to provide the player at specific times during the mission. They are also useful in conjunction with goal precedence. Automatic Goals' Object Properties Panel pages three, four, and five are exactly the same as Destination Goals (see above).

PAGE ONE

GOAL NAME: Assign the goal a name. The default Goal Name is Goal with a sequential number appended.

GOAL TYPE: Specify whether the goal type is an Automatic Goal or a Destination Goal.

EA TIP Specifying a Goal Name that indicates the purpose of the goal may make it easier to set goal precedence as well as aid you in remembering what the goal was created to accomplish.



EA TIP Automatic goals are useful for sending "mission complete" messages to the player. In the Goal Precedence dialog for an Automatic Goal, specify that this goal cannot be triggered until all other goals in the mission are completed. Once all the other goals are completed, the "mission complete" goal is automatically triggered.

PAGE TWO

POINTS: Assign a point value to the goal. The points are included in the mission's overall score and success rate. If a point value is assigned, the goal appears in the Assigned Tasks section of the Mission Debrief screen.

START/END TIME: Set the time period when this goal is active.



NOTE: Normally, assignment of points for Automatic Goals is not necessary, since these goals occur regardless of a player's actions.



ADD ATTACHED GOAL

Attached Goals are goals created specifically for one platform. More than one Attached Goal may be created for an individual object. Attached Goals provide a mechanism for identifying the method of the object's destruction, specifying the object's arrival at a designated location, and the rescuing of a downed pilot.

To create an attached goal:

1. On the map, right-click the object to be assigned the goal. The Object Mouse Menu appears.
2. Left-click ADD ATTACHED GOAL.
3. Left-click the map where the goal is to be placed. Hook the goal to further customize it.
4. The Goal Object Properties Panel pages appear. Attached goals have different Goal Types. These types are Destination, Pick Up Pilot, and Kill Goal. These are available from the Goal Type drop down list.



NOTE: Assigning points to Attached Goals causes these goals to appear in the Mission Debrief screen when the player ends the mission.



DESTINATION GOAL

Attached Destination Goals function in much the same manner as [Destination Goals in Add Global Goal](#) on p. 122. The specific difference is that, for the Attached Destination Goal, only the attached object can satisfy the goal. Therefore, only the attached object can trigger the goal by arriving at the goal's location.



PICKUP PILOT GOAL

A Pickup Pilot Goal is assigned to a downed pilot to make the pilot's rescue a mission goal.

To place a downed pilot:

1. Select the Ship Object Button. Place the object by left-clicking on the 2D map at the desired location.
2. Hook the ship icon and, on the first ObjectProperties Panel page, select Neutral for Side, Neutral for Country type, Raft for Class Designation, and Downed Pilot for Name.
3. The downed pilot must be assigned a tactic, however the specific type does not matter because speed is zero.

To add an Attached Pickup Pilot Goal:

1. Right-click the object to activate the Object Mouse Menu and select ADD ATTACHED GOAL. On the Object Properties Panel to the right of the 2D map, select Pickup Pilot Goal in the Type field.
2. You must also specify the type of object that can pick up the pilot, as well as the radius from within which the goal can be accomplished. This is set up in much the same way as a *>Destination Goal in Add Global Goal* on p. 122.



KILL GOAL

Kill goals are always attached to objects. The platform to which the goal is attached must be destroyed in order to satisfy this goal. On page one of the Object Properties Panel, you can specify characteristics for the platform that must accomplish this goal. Similar to the other goal types, you define the object by selecting the Side, Country, and Class properties. One additional option is the ability to specify the percentage of damage that must occur in order to satisfy the goal. If, for example, the player is required to cause 25% damage to a platform, add an attached Kill Goal to that platform and specify 25 for the damage. The remaining Object Properties Panel pages are the same as for *> Destination Goal*, on p. 122.



GOAL PRECEDENCE

In the Goal Precedence Dialog, you define the order in which you want your goals to be accomplished. If the goals are completed out of order, the player does not receive credit for completing them. For example: suppose you want to create a mission in which the player must navigate his sub to a specific point close to shore and then destroy a building with a Tomahawk strike. For stealth reasons, the player must arrive at a destination goal near the shore before completing the Attached Kill Goal on the land site. In the Goal Precedence dialog you would make the Destination Goal a child goal of the Kill Goal. This means that the Destination Goal must be accomplished *first*. The Kill Goal can only be completed after the Destination Goal is completed or no credit is given to the player for the kill.

To set Goal Precedence:

1. From the Editor Menu, select Options then choose GOAL PRECEDENCE. The Goal Precedence dialog box appears.
2. All goals in the mission are stored in the Root folder in the list to the left.
3. Click the + to open the Root folder. A list of the goals appears.
4. To make a goal (G1) achievable only after another goal (G2) has been reached, click the second goal (G2) and drag it onto the first goal (G1), making (G2) a child of (G1). Now, (G1) cannot be accomplished unless (G2) is achieved first.



NOTE: The Goal Precedence dialog shows the goals in a reverse hierarchical tree. In other words, the child goals must be accomplished before the parent goals in order to maintain the correct order of completion.

EA TIP Use Goal Precedence to make a “mission complete” goal to inform the player when the mission is finished. To do this, create a “mission complete” Automatic Goal that has an Intel message notifying the player that the mission has ended. In the Goal Precedence dialog, make all other goals in the mission children of the “mission complete” goal. When all the goals in the mission are completed, “mission complete” goal is automatically triggered and informs the player the mission has ended.



DYNAMIC GROUPS

Dynamic Groups can make a mission appear random and dynamic so that each time you play the mission, the situation and gameplay are different. Missions can be designed so that at game start time only some of the Dynamic Groups are used in the scenario. Only those objects in the selected Dynamic Groups appear in the mission. Therefore, when the mission starts, you may have different objects appear each time.

You can designate only a certain number of objects from a selected Dynamic Group to appear in the mission. For example, suppose you want to create a mission in which the player's battlegroup is different every time he plays the game. To do this:

1. Create a Dynamic Group called, for example, USBattleGroup. Add a *Nimitz*, an *Arleigh Burke*, and a *Ticonderoga* to the USBattleGroup. Give each one of these platforms a probability of inclusion of 33%.
2. To ensure that at least one of the three ships appears in the mission, specify a Minimum of 1 ship in the settings for the USBattleGroup. To ensure that no more than two ships in the group appear in the mission, specify a Maximum of 2 in the settings for the USBattleGroup. At mission start, at least one ship and at most two are randomly chosen from the three. Since each has a probability of inclusion of 33%, each has an equal likelihood of being chosen.

You can also specify that an entire battlegroup be randomly selected when the mission starts. To do this, set up another Dynamic Group and call it, for example, RussianBattleGroup. This Dynamic Group is similar to the USBattleGroup only it contains Russian ships.

To set up the mission so that it randomly picks between the RussianBattleGroup and the USBattleGroup:

1. Create a parent group that contains both of these battlegroups. Create a group called ParentGroup and add the RussianBattleGroup and the USBattleGroup to it.
2. Now make the ParentGroup's probability of inclusion 100%, and set the Minimum to 1 and the Maximum to 1.
3. Change both the USBattleGroup's and the RussianBattleGroup's probability of inclusion to 50%. At mission start, either the RussianBattleGroup or the USBattleGroup is selected, each with an equal likelihood of occurrence.
4. Goals can also be members of Dynamic Groups, and appear in the mission only if the Dynamic Group is selected at mission start up. However, goals that are members of a Dynamic Group but are not attached to objects within the group are always created when the Dynamic Group is selected. These Goals are not influenced by the Minimum and Maximum specifications for the Dynamic Group. Conversely, goals that are attached to objects in the Dynamic Group are not created if the object itself is not created at mission start.

CREATE DYNAMIC GROUP

To create a dynamic group:

1. Click on an object or group of objects using SELECT MULTIPLE OBJECTS option from the Edit menu (see *>Editor Menu, Edit, Select Multiple Objects*, on p. 104) or by holding down the **[SHIFT]** key while clicking the desired objects.
2. From the Editor Menu's Options menu, select CREATE DYNAMIC GROUP. The Create Group dialog box appears.
3. Enter a name for the group in the Group Name field.
4. Set the probability that the group as a whole appears at the mission's start.
5. Determine how many individual ships within the Dynamic Group appear at the mission's start by using the Minimum and Maximum adjusters. To change the group's set up, select EDIT DYNAMIC GROUP from the Editor Menu's Options Menu.



EDIT DYNAMIC GROUP

To edit a dynamic group:

1. From the Editor Menu's Option Menu, select EDIT DYNAMIC GROUP. The Dynamic Groups dialog box appears.
2. On the left, a list of created dynamic groups appears. Click the folder of the group you wish to edit.
3. Adjust the group's probability of inclusion, as well as the range of ships that are generated within the group at the mission's start.
4. In the Selected Objects box, all the objects that make up the Dynamic Group are listed. The Available Objects box lists all objects available for selection. These are objects that are not included in this or any other Dynamic Group.
5. To add or delete an object from the Dynamic Group, click on the name of the object you want to shift. Use the \uparrow and \downarrow buttons to move the chosen object into or out of the group.

You can use the Edit Dynamic Group function to randomly place a group on the 2D map at the mission's start.

1. Create a Dynamic Group in a position at which it can appear in the mission.
2. Select the entire group and create a duplicate using the COPY function in the Edit menu (See *>Copy*, p.xxx). Paste the new group at a second location where it can randomly appear.
3. Select the new group which consists of the same ships as the first. Select CREATE DYNAMIC GROUP from the Options menu. When the Create Group dialog box appears, give the second group a different name.
4. Select EDIT DYNAMIC GROUP. The Dynamic Groups dialog box appears. Both groups' folders are displayed in the left-hand column.
5. Click Add Group in the upper center of the box. Create a name for this new, empty group. A new folder appears.
6. Click on this third group. Below, in the Available Objects box, the first two groups are listed. Move both groups into the Selected Objects box. They now become subgroups of the third.

- For this third group, set Probability at 100%. Set both Minimum and Maximum settings to 1.
- Now set each of the two subgroups' Probabilities to 50%. There are now two different locations in which the same group might appear at the start of the mission.



NOTE: Goals that are members of a Dynamic Group but are not attached to a specific object in the group are always created when the Dynamic Group is selected. These goals are not influenced by the Minimum and Maximum specifications for the Dynamic Group. Conversely, goals that are attached to objects in the Dynamic Group are not created if the object itself is not created at mission start.



MISSION EDITOR HOTKEYS

These hotkeys are available in the Mission Editor.

TAB

Navigates focus to the next closest visible object icon on the map.

]

Navigates to the next waypoint of a tactic. If the currently selected icon is an object, this key selects the first waypoint in that object's tactic. If the selected icon is a waypoint, this key selects the next waypoint.

[

Navigates to the previous waypoint of a tactic. Similar to the above key.

ESC

Cancel any operation in progress.

DEL

Deletes the currently selected object.

F1

Displays Jane's Information for the currently selected object.

CONTROL + C

Copy the currently selected object.

CONTROL + V

Paste from the copy buffer.

STARTING A CREATED MISSION

By default created missions are treated as Single Missions unless saved as a Multiplayer Mission.

To start a created mission:

1. Save a finished mission by clicking **SAVE MISSION** in the Editor Menu's Mission Menu. If you want it to be a Multiplayer mission, click **SAVE AS MULTIPLAYER MISSION**.
2. Click **EXIT** to return to the Main Menu.
3. Click **Single Mission** or **Multiplayer**. Missions of the appropriate type appear in the Missions List. Green stars to the left of the Mission Title differentiate user created missions from other mission types.
4. Click your mission's name to begin play. For Multiplayer games, see **>Multiplayer** below.

MULTIPLAYER

Join or host multiplayer games in **JANE'S FLEET COMMAND** either on a local area network or over the Internet. As host you are able to decide the mission, which options are available, and the players in the mission.

TO BEGIN A MULTIPLAYER GAME

1. Confer with your fellow players (via chat boards, telephone, etc.) and determine who has the fastest computer. That person should be the Host.

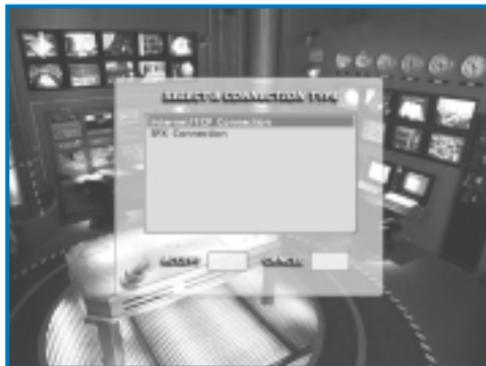


NOTE: For Multiplayer games, the Host should have at least a Pentium II 266 with 64 MB, more than the recommended configuration for single player games (see the **>Install Guide** enclosed with the game).

2. From the Main Menu, click the Multiplayer button. This takes you to the Multiplayer Connect Screen.
3. Choose your method of linking to your fellow players. On **TCP/INTERNET** or **SPX Connection**, up to four players can join a game.
4. Click **ACCEPT** or double-click on the text of desired connection type.

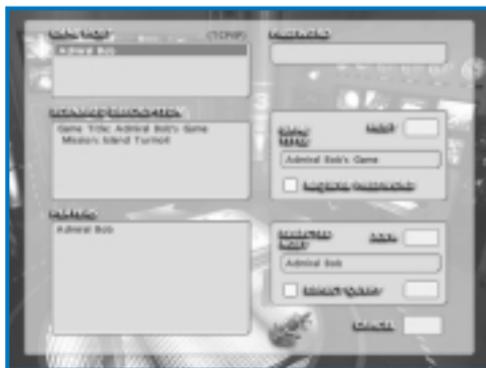


NOTE: When using the Internet, the Host should give the others his IP address and the game's password, if required.



MULTIPLAYER CONNECT SCREEN

5. The Multiplayer Lobby Screen appears with your chosen connection type displayed at the top of the screen in blue text.



MULTIPLAYER LOBBY SCREEN

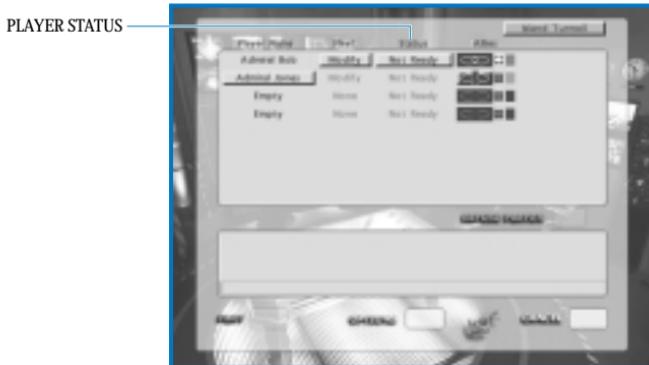
TO HOST A GAME

THE MULTIPLAYER LOBBY SCREEN

1. Enter a title for your game in the Game Title field.
2. If you want to limit who you allow into your game, click Require Password. Make sure you let your fellow players know this password prior to beginning the mission.
3. If you have chosen to require a password, enter the password you choose in the Password box in the upper-right of the Multiplayer screen.
4. Click Host in the center-right box of the Multiplayer screen. Multiplayer Game Setup screen appears.

THE MULTIPLAYER GAME SETUP SCREEN

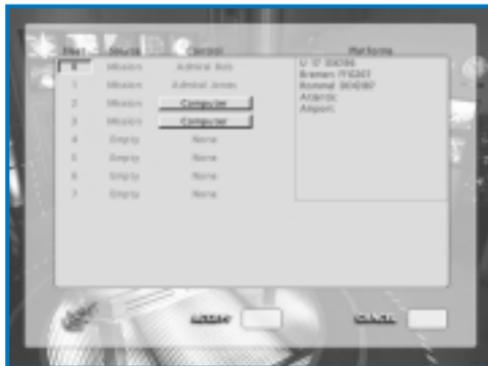
1. As players join the game, their names appear in the Player Name column in the Multiplayer Game Setup Screen.
2. Click the Select a Mission button in the upper right of the screen. The missions available in Multiplayer mode appear.
3. To select a mission, click the name of the mission you wish to play. Click ACCEPT to select that mission, or CANCEL to return to the Multiplayer Game Setup screen
4. Once you have chosen the mission, click MODIFY to select a fleet from the Fleet Selection screen.



MULTIPLAYER GAME SETUP SCREEN

THE FLEET SELECTION SCREEN

1. The Players' choice of fleets appears as a number in the FLEET column on the left of the screen. The platforms available to each fleet appear in the Platform box on the right of the screen.
2. Each player chooses his/her fleet by clicking a number under the FLEET column. A depressed button state indicates the fleet is selected. Clicking a depressed button deselects that fleet.
3. When players choose their fleet, their names appear in the CONTROL column. The Host chooses which remaining fleets to assign to computer control by clicking on the desired NONE button in the CONTROL column. If a fleet is not assigned to either a player or computer, that fleet does not appear in the game.
4. Clicking ACCEPT modifies the player's fleet selection and return the player to the Multiplayer Game Setup screen.



FLEET SELECTION SCREEN

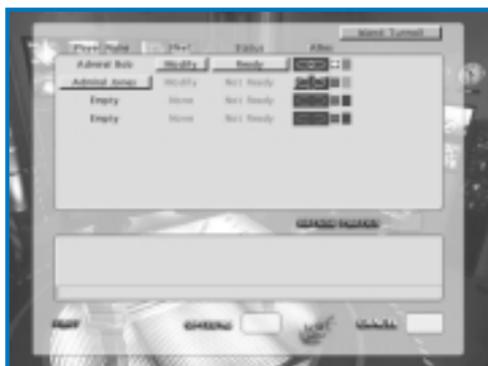
CUSTOMIZING AND STARTING A MULTIPLAYER GAME

1. If, as Host, you do not want a player to participate, click on the player name and then click REFUSE PLAYER in the center right of the Multiplayer Game Setup screen.
2. The Host determines which options are available in Multiplayer games. To choose available options, first click Options at the bottom of the Multiplayer Game Setup screen.
3. Click Multiplayer. This is where the Host chooses to allow specific Game options for all players. After the Host toggles an option ON, each player (including the Host) can choose to turn the option ON by clicking on that option in the Game section of the Options menu. (See *>Multiplayer Options* on p. 140)



NOTE: The Host controls all mission options. However, any player can pause the game at any time. Only that player is then able to resume the gameplay.

4. As each player is prepared to begin play, he/she clicks the button under the Status column. This lets the Host know when everyone is ready to start.



- When everyone has signaled they are prepared to begin, the Host clicks Play in the lower left corner.

TO JOIN A GAME

- The Multiplayer Lobby screen displays the name(s) of those hosting games in the Game Host box.
- Click the name of the Host whose game you wish to join. The scenario description, if available, appears in the Scenario Description box. The other connected players' names appear in the Players box.
- Enter the game's password in the Password box (if the Host has chosen to require one) in the upper right corner.
- The selected host's name appears in the box located in the lower right of the screen.
- For Internet/TCP play, click the box to the right of Direct Query. The Direct Query box appears. Enter the IP address of the Host and click OK. Then click the box to the left of Direct Query to access the Host's IP.
- Click JOIN to contact the Host and enter the game.
- Once you have joined a game, you are taken to the Multiplayer Game Setup screen, where the various players align their fleets into united and opposing sides (See [To Host A Game](#) on p. 136).



The screenshot shows a table with four columns: Player Name, Fleet, Status, and Allies. The 'Player Name' column lists 'Admiral Bob' and 'Admiral Jones'. The 'Fleet' column shows 'Modify' for both. The 'Status' column shows 'Ready' for Bob and 'Not Ready' for Jones. The 'Allies' column shows a row of four squares. The first square is broken, with a red light on, indicating an alliance request from Bob. A blue line points from the text 'ALLIED PLAYERS' to this square. The other three squares are solid grey.

Player Name	Fleet	Status	Allies
Admiral Bob	Modify	Ready	
Admiral Jones	Modify	Not Ready	
Empty	None	Not Ready	
Empty	None	Not Ready	

To create an alliance:

- Click on the broken circle under the Allies column of the player with whom you wish to ally. The light next to that circle begins blinking red, signaling you are requesting an alliance with that player.
- For an alliance to be created, both players must agree to join. If the queried player wishes to ally with you, he must click on the Ally button under the Allies column. Both you and your new ally's square become the color of the player highest on the player list. For example, if the second player is queried by the first for an alliance and the other player agrees, his square changes to blue—the color of the first and highest player.



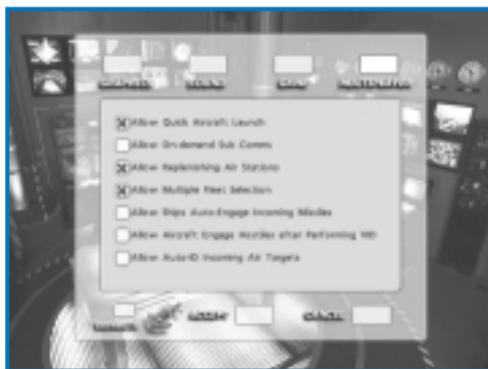
NOTE: All players are able to see the alliances being negotiated and formed. From your computer, you are able to see the other players' squares change colors and plot your alliance accordingly.

MULTIPLAYER OPTIONS

The options listed on the Game Options screen are only available a multiplayer game at the discretion of the Host. To access the Options screens while in multiplayer setup, click on the Options button in the Multiplayer Game Setup screen. During gameplay press **F6** to access the Options screens.

MULTIPLAYER OPTIONS SCREEN

All players can see the options available in the Multiplayer section of the Options screen, however only the Host can make selections here. From here the Host chooses which options are available for selection by all players in the Game section of the Options screen.



For a complete description of Game Options, see [Options in Detail](#) on p. 24

ALLOW QUICK AIRCRAFT LAUNCH: When this option is ON, the *Quick Aircraft Launch* option is available for selection in the Game Options screen. (Defaults to OFF)

ALLOW ON-DEMAND SUB COMMS: When this option is ON, the *On-demand Sub Comms* option is available for selection in the Game Options screen. (Defaults to OFF)

ALLOW REPLENISHING AIR STATIONS: When this option is ON, the *Replenishing Air Stations* option is available for selection in the Game Options screen. (Defaults to OFF)

ALLOW MULTIPLE FLEET SELECTION: In some cases there may be more fleets available for selection than there are players. When this option is ON, players may select more than one fleet in the Fleet Selection screen and increase the strength of their forces. (Defaults to ON)

ALLOW SHIPS AUTO-ENGAGE INCOMING MISSILES: When this option is ON, the *Ships Auto-Engage Incoming Missiles* option is available for selection in the Game Options screen. (Defaults to OFF)

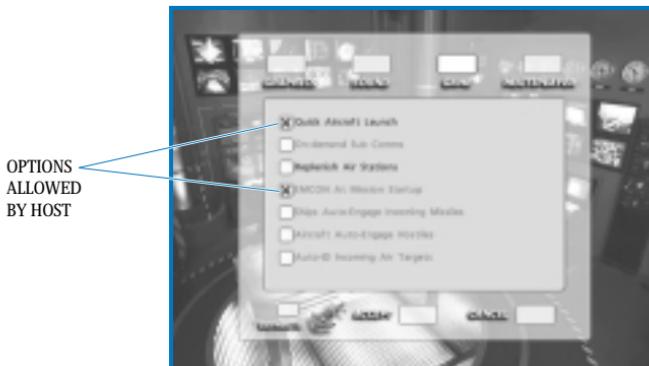
ALLOW AIRCRAFT ENGAGE HOSTILES AFTER PERFORMING VID: When this option is ON, the *Aircraft Auto-Engage Hostiles* option is available for selection in the Game Options screen. (Defaults to OFF)

ALLOW AUTO-ID INCOMING AIR TARGETS: When this option is ON, the *Auto-ID Incoming Air Targets* option is available for selection in the Game Options screen. (Defaults to OFF.)

GAME OPTIONS IN MULTIPLAYER MODE

When in Multiplayer mode, options in the Game section of the Options screen are grayed out until the host selects them for availability from the Multiplayer section of the Options screen. Be aware when the Host allows options in the Game Options screen, they are off by default. (EMCON at Mission Startup is the exception. That option will retain the last user setting.) Each player must visit the Game section of the Options screen and turn on the desired options.

If the Host changes the availability of an option during gameplay players are notified by a message box.



EA TIP If you are joining a game, make sure that you visit the Game Options screen to see which options your host has allowed. If all players but you have enabled Game options, you are at a decided disadvantage!

CHAT

The Chat option becomes available once you have joined a game, so make sure all important pre-game communications have been done by another method.

To chat with other players at the Multiplayer Game Setup Screen:

1. Type any messages in the chat box at the bottom of the Multiplayer Game Setup Screen. Press **ENTER** to send the message.
2. All messages appear in the chat window above the chat box.

In-Game Chat:

1. Press **K** to bring up the Multiplayer Chat Dialog Box.
2. Click on a radio button to designate who receives your chat message (Everyone, Allies, or Threats). By default your message goes to everyone.

3. Type your message and press **ENTER** to send your message. The Chat dialog closes. Your message displays at the bottom of the large display area on the CDS screen.
4. Press **ESC** to close the window without sending the message.



5. To view the game's chat history and send chat messages, press **F4**. This takes you to the Comms screen.
6. Click Chat. The Multiplayer Chat screen appears.
7. Chat history appears in the upper portion of the screen.
8. To send a message, click on a radio button to designate who receives your chat message.
9. Type your message and press **ENTER**. Press **ENTER** again to exit the Comms screen.
10. To reply to a message, use the same procedure or press the **K** key as described above.

CHAT HISTORY



MULTIPLAYER WARNING & ERROR MESSAGES

It is possible for experienced players to customize **JANE'S FLEET COMMAND'S** database, doctrine, and scenario files. Since it is imperative all players in a multiplayer game share the same version of certain files, you may occasionally receive warning and error messages. These messages inform all players specific files differ from the Host's file. Anyone running a different version of Jane's Fleet Command is informed their version does not match that of the Host.

Listed below are the messages most likely to occur, an explanation of why the message was received, and a suggestion for remedying the situation.

MESSAGE EXPLANATION

"ERROR—THIS CLIENT HAS DIFFERENT DATABASES THAN THE HOST."

This error appears when one or more of the client's database files are different from the same files on the game host's computer. The client player whose files differ from the Host's files receives the above error in a message box. All other players receive the text as a chat message.

REMEDY

The client should copy the database files from the host player. The database files are located in the Database directory where Jane's Fleet Command was installed. The client may want to make a copy of his original files before replacing them with the host's files.

MESSAGE EXPLANATION

"WARNING—THIS CLIENT HAS DIFFERENT DOCTRINE FILES THAN THE HOST."

This warning appears to alert all players the doctrine files of the Host and the named client are different. The client whose files differ receives the above warning in a message box. All other players receive the text as a chat message. It serves as a warning either the host or the named client may have an unfair advantage over those players who have not modified their doctrine. This message does not prevent the named client from joining the game.

REMEDY

The client should copy the host's doctrine files. The doctrine files are located in the Doctrines directory where Jane's Fleet Command was installed. The client may want to make a copy of his original files before replacing them with the host's files.

MESSAGE EXPLANATION

"REQUESTED SCENARIO HAS BEEN MODIFIED OR IS DIFFERENT."

This message box appears on the client's screen when the host selects a mission and the client's scenario file for the selected game is different than the same file on the host's computer. A chat message is also sent to all connected players to inform them of this discrepancy.

REMEDY

The client should copy the host's scenario file.

**MESSAGE
EXPLANATION**

"THE VERSION OF YOUR GAME IS TOO OLD."

If new versions of **JANE'S FLEET COMMAND** are developed, a client receives this message when the host is running a newer version of the game.

REMEDY

The client should download the newest version.

**MESSAGE
EXPLANATION**

"THE HOST HAS A INCOMPATIBLE VERSION OF THE GAME."

The message appears when a client attempts to join a game host with an incompatible version of Fleet Command. The client player receives the above error in a message box. All other players receive the text as a chat message.

REMEDY

The player hosting the game usually needs to get an upgraded version of the game.

APPENDIX A:

GLOSSARY OF ACRONYMS

TERM	DEFINITION
AAM	Air-to-Air Missile
AAW	Anti-Air Warfare
AGM	Air-to-Ground Missile
AMRAAM	Advanced Medium-Range Air-to-Air Missile
ARG	Amphibious Readiness Group
ASM	Air-to-Surface Missile
ASTAB	Automated Status Boards
ASUW	Anti-Surface Warfare
ASW	Anti-Submarine Warfare
AWACS	Airborne Warning and Control System
BD	Best Depth
BDA	Battle Damage Assessment
BF	Battle Force
BG	Battle Group
BGC	Battle Group Commander
CAP	Combat Air Patrol
CAS	Close Air Support
CG	Guided Missile Cruiser
CGN	Guided Missile Cruiser, Nuclear
CIWS	Close In Weapon System
CM	Countermeasure
CV	Aircraft Carrier
CVBG	Carrier Battle Group
CVN	Aircraft Carrier Nuclear
CVS	ASW Support Carrier
DD	Destroyer
DDG	Guided Missile Destroyer
EMCON	Emission Control
ESM	Electronic Support Measures
ETA	Estimated Time of Arrival
EW	Electronic Warfare

TERM	DEFINITION
FF	Frigate
FFG	Guided Missile Frigate
HARM	High speed Anti-radiation Missile
LHD	Amphibious assault ship (Multipurpose)
LPD	Amphibious transport, dock
LPH	Amphibious assault ship, helicopter
MIW	Mine Warfare
NTDS	Naval Tactical Data
PC	Patrol Craft
PCFG	Patrol Craft (Fast-Guided Missile)
PGG	Patrol or Gunship (Guided Missile)
PIM	Position and Intended Movement
RADAR	Radio and Ranging
RAM	Rolling Airframe Missile
RF	Radio Frequency
ROE	Rules of Engagement
RTB	Return to Base
RTS	Return to Station
SAG	Surface Action Group
SAM	Surface-to-Air Missile
SAR	Search and Rescue
SLCM	Sub-Surface Launch Cruise Missile
SLMM	Submarine Launched Mobile Mine
SONAR	Sound Navigation And Ranging
SS	Submarine, general
SSBN	Ballistic missile nuclear-powered submarine
SSK	Submarine with ASW capability
SSM	Surface to Surface Missile
SSN	Submarine, Attack, Nuclear-powered
SSP	Sound Speed Profile
STW	Strike warfare
SUCAP	Surface Carrier Patrol
TASM	Tomahawk Anti-Ship Missile
TLAM	Tomahawk Land Attack Missile

APPENDIX B:

GLOSSARY OF TERMS

TERM	DEFINITION
Air Station	A position in air space where aircraft are assigned to patrol.
Airborne Warning and Control System (AWACS)	Usually refers to E-3 Sentry aircraft.
Alert Condition	State of readiness for an aircraft. Alert condition 5 means able to launch in five minutes.
Alliance	All sides working in concert against a common enemy.
Ally	A member of a side that is in your Alliance.
Amphibious Readiness Group	Type of formation consisting of amphibious ships and surface combatants tasked to perform amphibious warfare.
Assumed Friend	Term for a contact not yet identified but assumed to be an ally.
Assumed Hostile	Term for a contact not yet identified but assumed to be an enemy.
ASW Support Carrier	Carries anti-submarine aircraft.
Automated Status Boards	An area to review data and information within the command center automatically updated by computer.
Battle Damage Assessment	Verification of the extent of damage to enemy forces.
Battle Force	Two or more Battle Groups working together under a common commander.
Battle Group	Group of ships under the command of a common superior.
Battle Group Commander	The senior officer in charge of a battle group.
Battle Space	The region of naval warfare operations.
Camera View	The perspective of the camera in the 3D view.
Carrier Battle Group	An air craft carrier and multiple surface combatant escorts tasked to project power, provide a deterrent role, or perform battle space dominance.
Chaff	General term for radar reflective material employed to decoy electronic radars.
Close Air Support	Air action against hostile targets in close proximity to friendly forces.
Close In Weapon System (CIWS)	Self defense rapid firing gun system designed to shoot down missiles and aircraft.
Combat Air Patrol	An Aircraft patrol conducted by a fighter for the purpose of intercepting and destroying hostile aircraft.
Combat Direction Systems (CDS)	The main game screen in Jane's Fleet Command. It consists of four windows. The 2D Tactical Display (2D map), The Regional Display, the 3D View and the Data Display.

TERM	DEFINITION
Comms Interval	Specific time interval between the occasions when a submarine ascends to Communications Depth.
Communications Depth	The depth to which a submarine must ascend in order to deploy communication antenna/wires and receive and transmit messages.
Contacts	A sensor detection.
Countermeasure	A decoy or device used to deceive enemy weapons and equipment. For example, aircraft launch flares to deceive an infra-red sensor on an enemy missile.
Detached	A 3D camera view where camera remains stationary and hooked platform moves away from the camera at its current speed.
Electronic Support Measures (ESM)	Type of electronic warfare used to search for, intercept, and analyze radiated electromagnetic energy. This is done in order to exploit the radiations during military operations.
Electronic Warfare	A warfare mission area which includes ESM, jamming, and countermeasures.
Emission Control	A platform in EMCON as defined in this game has all sensors turned off.
Estimated Time of Arrival (ETA)	Approximate time to reach a specific position.
Formation	A group of ships following a common leader.
Friend	Any platform, weapon, or land site that is a member of Ownside.
Groups	Multiple ships and/or aircraft assigned to operate together.
Hard Kill	Neutralization of an enemy missile by destroying the missile using another missile, guns or CIWS.
Hook	To select an object in the 2D Display screen.
Hostile	A contact that has been identified as an enemy and is presumed to have hostile intent.
Identify/ID	Determine if a contact is a friend, enemy, or neutral.
Jam	To employ electronic measures to interfere with an enemy's electronic radar and communication systems.
Jamming	Preventing the enemy's use of electronic radar and communication systems.
Naval Tactical Data System (NTDS)	A data link between platforms to share tactical data.
Neutral	A contact that has been identified as neutral; not friend or foe.
Ownside	Player side in the game. All platforms, weapons, and land-based sites under the control of the country of the current commander. Orders can only be issued to Ownside platforms.
Order of Battle (OOB)	Information determined from intelligence concerning a military force's quantity of ships, aircraft, and submarines, equipment, personnel, and command structure.

TERM	DEFINITION
Position and Intended Movement	Desired track for a formation.
Radar Circles coverage.	Light shaded areas on the Region Display map indicating radar sensor coverage.
Rally Point	The location in airspace assigned to a launching platform or airport where all of its launched aircraft patrols until given further orders. Each launching platform has a unique rally point.
Return to Base	Used for aircraft. It instructs the pilot to return to his launching platform or airport.
Return to station	Instructs platforms to return to its original course or station assignment.
Rules of Engagement	Directives issued by military authority which authorize circumstances and limitations concerning initiating combat with other forces.
Scram	Depart area at best possible speed in direction indicated.
Sea State	Relative measure of wave height, with sea state one being calm and sea state five being very rough seas.
Search and Rescue	A sea or air operation involving the search for and rescue of personnel.
Ship Station	A location relative to a formation leader where a ship is assigned.
Soft Kill	Using devices such as chaff or countermeasures to neutralize a missile.
Sound Speed Profile (SSP)	Propagation path of sound in water. Either a direct path (DP) or Bottom Bounce (BB) or Convergence Zone (CZ).
Strike warfare	Warfare mission area that is responsible for the conduct of long-range land attack.
Surface Action Group	A formation of surface combatants task to carry out a specific naval warfare mission, normally Anti-Surface Warfare (ASUW).
Surface Carrier Patrol	Armed aircraft capable of attacking surface targets.
Tethered	A 3D camera view where you are attached to the hooked platform.
Threat	Any side allied against Ownside or your alliance. Another way of thinking of a threat is as your opponent or adversary.
Tracks	Contacts that have a history of information consisting of course, speed, altitude, or depth.
Unknown	Not identified.

APPENDIX C:

SHIP-BASED AIRCRAFT

COUNTRY	SHIP CLASS	AIRCRAFT CATEGORY	NUMBER	EMBARKED AIRCRAFT
Argentina	Almirante Brown DDG	Helicopter	2	SA-319 Chetak
Argentina	Colossus CV:	Fighter/Attack	11	Super Etandard
Argentina		ASW	6	S-2E Tracker
Argentina		Helicopter	4	AS-3 Sea King
Argentina		Helicopter	2	SA-319 Alouette
Argentina	Espora FFG	Helicopter	1	SA-319 Alouette
Argentina	Hercules DDG	Helicopter	1	SA-319 Alouette
Australia	Adelaide FFG	Helicopter	2	S-70 Seahawk
Australia	Newport LST	Helicopter	2	S-70 Seahawk
Australia	Success AOR	Helicopter	1	HAS-50 Sea King
Brazil	Broadsword FFG	Helicopter	2	Super Lynx
Brazil	Colossus CV:	Fighter/Attack	6	S-2E Tracker
Brazil		Helicopter	6	Super Lynx
China	Jiangwei FFG	Helicopter	1	ZHI-9 Haitun
China	Luda I DDG	Helicopter	2	ZHI-9 Haitun
China	Luhu DDG	Helicopter	2	ZHI-9 Haitun
China	Sovremenny DDG	Helicopter	2	ZHI-9 Haitun
France	Cassard DDG	Helicopter	1	AS-565 Panther
France	Charles de Gaulle CVN:	Fighter/Attack	20	Rafale M
France		Fighter/Attack	15	Super Etandard
France		Helicopter	3	SA-321G Super Frelon
France		Helicopter	3	AS-565 Panther
France	Clemenceau CV:	Fighter/Attack	16	Super Etandard
France		Fighter/Attack	9	Rafale M
France		Helicopter	2	SA-365 Dauphin
France	Durance AOR	Helicopter	1	Lynx MK 4
France	Foudre LSD	Helicopter	2	SA-321G Super Frelon
France	Georges Leygues DDG	Helicopter	2	Lynx MK 4
France	Helicopter Carrier CVH:	Helicopter	2	SA-319 Alouette

COUNTRY	SHIP CLASS	AIRCRAFT CATEGORY	NUMBER	EMBARKED AIRCRAFT
France		Helicopter	2	SA-365 Dauphin
France		Helicopter	8	Lynx MK 4
France	La Fayette FFG	Helicopter	1	AS-565 Panther
France	Ouragan LSD	Helicopter	4	SA-321G Super Frelon
France	Tourville DDG	Helicopter	2	Lynx MK 4
Germany	Bremen FFG	Helicopter	2	Sea Lynx MK 88
India	Deepak AOR	Helicopter	1	SA-319 Chetak
India	Delhi DDG	Helicopter	2	Sea King MK 42
India	Godavari FFG	Helicopter	2	Sea King MK 42
India	Hermes CV:	Fighter/Attack	12	Sea Harrier
India		Helicopter	3	Sea King MK 42
India		Helicopter	4	KA-27 Helix
India	Magar LST	Helicopter	1	Sea King MK 42
India	Nilgiri FF	Helicopter	1	Sea King MK 42
India	Rajput DDG	Helicopter	1	KA-27 Helix
Iran	Babr DD	Helicopter	1	AB-212 Agusta
Japan	Asagiri DDG	Helicopter	1	SH-60 Seahawk
Malaysia	Kasturi FSG	Helicopter	1	Lynx
Malaysia	Lekiu FFG	Helicopter	1	Lynx
Pakistan	Gearing DDG	Helicopter	1	SA-319 Alouette
Pakistan	Leander FF	Helicopter	1	SA-319 Alouette
Pakistan	Tariq DD	Helicopter	1	Lynx
Russia	Kara CG	Helicopter	1	KA-27 Helix
Russia	Kirov CGN	Helicopter	3	KA-27 Helix
Russia	Krivak III FFH	Helicopter	1	KA-27 Helix
Russia	Kuznetsov CV:	Fighter/Attack	20	SU-33 Flanker D
Russia		Fighter/Attack	4	SU-25 Frogfoot
Russia		Helicopter	10	KA-27 Helix
Russia	Neustrashimy FFG	Helicopter	1	KA-27 Helix
Russia	Slava CG	Helicopter	1	KA-27 Helix
Russia	Sovremenny DDG	Helicopter	1	KA-27 Helix
Russia	Udaloy DDG	Helicopter	2	KA-27 Helix

COUNTRY	SHIP CLASS	AIRCRAFT CATEGORY	NUMBER	EMBARKED AIRCRAFT
Taiwan	Ship Class	Aircraft Category	Number	Embarked Aircraft
Taiwan	Cheng Kung FFG	Helicopter	2	S-70 Thunderhawk
Taiwan	Gearing DDG	Helicopter	1	S-70 Thunderhawk
Taiwan	Kang Ding FFG	Helicopter	1	S-70 Thunderhawk
Taiwan	Knox FFG	Helicopter	1	S-70 Thunderhawk
United Kingdom	Assault Ship LPD	Helicopter	4	HAS-5/6 Sea King
United Kingdom	Broadsword FFG	Helicopter	2	HAS-3/HMA-8 Lynx
United Kingdom	Duke FFG	Helicopter	1	HAS-3/HMA-8 Lynx
United Kingdom	Fort Victoria AOR	Helicopter	5	HAS-5/6 Sea King
United Kingdom	Invincible CVS:	Fighter/Attack	9	FA-2 Sea Harrier
United Kingdom		Helicopter	9	HAS-5/6 Sea King
United Kingdom		Helicopter	3	AEW-2/7 Sea King
United Kingdom	Type 42 DDG	Helicopter	1	HAS-3/HMA-8 Lynx
United States	Enterprise CVN:	Fighter/Attack	12	F-14 Tomcat
United States		Fighter/Attack	36	F/A-18 Hornet
United States		Helicopter	4	SH-60F Seahawk
United States		Electronic Warfare	4	EA-6B Prowler
United States		Airborne Early Warning	2	E-2 Hawkeye
United States		ASW	10	S-3 Viking
United States		Electronic Reconnaissance	2	ES-3 Viking
United States	Harpers Ferry LSD	Helicopter	2	AH-1W Super Cobra
United States	Kitty Hawk CV:	Fighter/Attack	12	F-14 Tomcat
United States		Fighter/Attack	36	F/A-18 Hornet
United States		Helicopter	4	SH-60F Seahawk
United States		Electronic Warfare	4	EA-6B Prowler
United States		Airborne Early Warning	4	E-2 Hawkeye
United States		ASW	10	S-3 Viking
United States		Electronic Reconnaissance	2	ES-3 Viking
United States	Newport LST	Helicopter	2	AH-1W Super Cobra

COUNTRY	SHIP CLASS	AIRCRAFT CATEGORY	NUMBER	EMBARKED AIRCRAFT
United States	Nimitz CVN:	Fighter/Attack	12	F-14 Tomcat
United States		Fighter/Attack	36	F/A-18 Hornet
United States		Helicopter	4	SH-60F Seahawk
United States		Electronic Warfare	4	EA-6B Prowler
United States		Airborne Early Warning	2	E-2 Hawkeye
United States		ASW	10	S-3 Viking
United States		Electronic Reconnaissance	2	ES-3 Viking
United States	Oliver Hazard Perry FFG	Helicopter	2	SH-60R Seahawk
United States	Spruance DD	Helicopter	2	SH-60R Seahawk
United States	Ticonderoga CG	Helicopter	2	SH-60R Seahawk
United States	Ticonderoga VLS CG	Helicopter	2	SH-60R Seahawk
United States	Wasp LHD:	Fighter/Attack	20	AV-8 Harrier
United States		Helicopter	6	AH-1W Super Cobra
United States		Helicopter	4	SH-60R Seahawk

APPENDIX D:

ORDER OF BATTLE

An Order of Battle is information determined from intelligence concerning a military force's quantity of ships, aircraft, and submarines, equipment, personnel, and command structure. **JANE'S FLEET COMMAND** includes information on submarines, ships, and aircraft from 16 countries.

Within the list below a country's major combatants are listed first, followed by minor ship categories, then aircraft.

COUNTRY	TYPE	PLATFORM DESIGNATION
Argentina	Submarine	SANTA CRUZ SSK
Argentina	Carrier	COLOSSUS CV
Argentina	Surface Ship	HERCULES DDG
Argentina	Surface Ship	ALMIRANTE BROWN DDG
Argentina	Surface Ship	ESPORA FFG
Argentina	Surface Ship	DRUMMOND FFG
Argentina	Aircraft/Fighter/Attack	Super Etandard
Argentina	Aircraft/Fighter/Attack	Mirage III
COUNTRY	TYPE	PLATFORM DESIGNATION
Argentina	Aircraft/Fighter/Attack	Mirage 5
Argentina	Aircraft/Fighter/Attack	A-4M Skyhawk
Argentina	Aircraft/ASW	ASW
Argentina	Aircraft/ASW	S-2E Tracker
Argentina	Aircraft/Maritime Patrol	P-3 Orion
Argentina	Aircraft/Helicopter	SA-319 Alouette
Argentina	Aircraft/Helicopter	AS-3 Sea King
Australia	Submarine	COLLINS SSK
Australia	Submarine	OBERON SSK
Australia	Surface Ship	PERTH DDG
Australia	Surface Ship	ADELAIDE FFG
Australia	Surface Ship	NEWPORT LST
Australia	Surface Ship	HUON MHC
Australia	Surface Ship	DURANCE AOR
Australia	Aircraft/Fighter/Attack	F/A-18 Hornet
Australia	Aircraft/Maritime Patrol	P-3 Orion

COUNTRY	TYPE	PLATFORM DESIGNATION
Australia	Aircraft/Helicopter	S-70 Seahawk
Australia	Aircraft/Helicopter	HAS-50 Sea King
Brazil	Submarine	TUPI SSK
Brazil	Submarine	HUMAITA SSK
Brazil	Carrier	COLOSSUS CV
Brazil	Surface Ship	BROADSWORD FFG
Brazil	Aircraft/Fighter/Attack	F-5E Tiger II
Brazil	Aircraft/Fighter/Attack	S-2E Tracker
Brazil	Aircraft/Helicopter	Super Lynx
China	Submarine	HAN SSN
China	Submarine	SONG SSK
China	Submarine	KILO SSK
China	Submarine	MING SS
China	Submarine	XIA SSBN
China	Surface Ship	SOVREMENNY DDG
China	Surface Ship	LUDA I DDG
China	Surface Ship	LUHU DDG
China	Surface Ship	JIANGWEI FFG
China	Surface Ship	JIANGHUI FFG
China	Surface Ship	HUANGFEN PCFG
China	Surface Ship	HOKU PCFG
China	Surface Ship	HUCHUAN PHT
China	Surface Ship	YUKAN LST
China	Surface Ship	XIANGYANG HONG AGI
China	Surface Ship	T 43 MSO
China	Surface Ship	FUQING AOR
China	Aircraft/Fighter/Attack	SU-27 Flanker B
China	Aircraft/Fighter/Attack	J-8 Finback
China	Aircraft/Fighter/Attack	F-7 Fishbed
China	Aircraft/Fighter/Attack	A-5 Fantan
China	Aircraft/Fighter/Attack	B-6 Badger
China	Aircraft/Electronic Reconnaissance	B-6 Badger
China	Aircraft/Helicopter	ZHI-9 HAITUN
China	Aircraft/Helicopter	ZHI-8 Super Frelon

COUNTRY	TYPE	PLATFORM DESIGNATION
France	Submarine	RUBIS AMETHYSTE SSN
France	Submarine	AGOSTA SSK
France	Submarine	DAPHNE SSK
France	Carrier	CHARLES DE GAULLE CVN
France	Carrier	CLEMENCEAU CV
France	Carrier	HELICOPTER CARRIER CVH
France	Surface Ship	GEORGES LEYGUES DDG
France	Surface Ship	CASSARD DDG
France	Surface Ship	TOURVILLE DDG
France	Surface Ship	LA FAYETTE FFG
France	Surface Ship	D'ESTIENNE D'ORVES FFG
France	Surface Ship	OURAGAN LSD
France	Surface Ship	FOUDRE LSD
France	Surface Ship	BOUGAINVILLE LPD
France	Surface Ship	CIRCE MHC
France	Surface Ship	ERIDAN MHC
France	Surface Ship	DURANCE AOR
France	Aircraft/Fighter/Attack	Rafale M
France	Aircraft/Fighter/Attack	Super Etendard
France	Aircraft/Fighter/Attack	Jaguar
France	Aircraft/Airborne Early Warning	E-3 Sentry
France	Aircraft/Airborne Early Warning	E-2 Hawkeye
France	Aircraft/Maritime Patrol	Atlantique MK 2
France	Aircraft/Electronic Reconnaissance	Etendard IV-PM
France	Aircraft/Helicopter	SA-321G Super Frelon
France	Aircraft/Helicopter	Lynx MK 4
France	Aircraft/Helicopter	SA-365 Dauphin
France	Aircraft/Helicopter	AS-565 Panther
France	Aircraft/Helicopter	SA-319 Alouette
Germany	Submarine	TYPE 206 SSK
Germany	Surface Ship	LUTJENS DDG
Germany	Surface Ship	BREMEN FFG
Germany	Surface Ship	GEPARD PCFG
Germany	Surface Ship	TIGER PCFG
Germany	Surface Ship	OSTE AGI

COUNTRY	TYPE	PLATFORM DESIGNATION
Germany	Surface Ship	FRANKENTHAL MHC
Germany	Aircraft/Fighter/Attack	Tornado IDS
Germany	Aircraft/Fighter/Attack	F-4 Phantom II
Germany	Aircraft/Maritime Patrol	Atlantic
Germany	Aircraft/Helicopter	Sea Lynx MK 88
Germany	Aircraft/Helicopter	Sea King MK 41
India	Submarine	FOXTROT SS
India	Submarine	KILO SSK
India	Carrier	HERMES CV
India	Surface Ship	RAJPUT DDG
India	Surface Ship	DELHI DDG
India	Surface Ship	GODAVARI FFG
India	Surface Ship	NILGIRI FF
India	Surface Ship	VEER FSG
India	Surface Ship	DURG FSG
India	Surface Ship	OSA II PCFG
India	Surface Ship	MAGAR LST
India	Surface Ship	PONDICHERRY MSO
India	Surface Ship	DEEPAK AOR
India	Aircraft/Fighter/Attack	Sea Harrier
India	Aircraft/Fighter/Attack	Sepecat/Hal
India	Aircraft/Maritime Patrol	TU-142 Bear F
India	Aircraft/Maritime Patrol	IL-38 May
India	Aircraft/Helicopter	Sea King MK 42
India	Aircraft/Helicopter	KA-27 Helix
India	Aircraft/Helicopter	KA-31 Helix
India	Aircraft/Helicopter	SA-319 Chetak
Iran	Submarine	KILO SSK
Iran	Surface Ship	BABR DD
Iran	Surface Ship	ALVAND FFG
Iran	Surface Ship	KAMAN PGF
Iran	Surface Ship	HUDONG PCFG
Iran	Surface Ship	BOGHAMMAR PBI
Iran	Aircraft/Fighter/Attack	SU-24 Fencer

COUNTRY	TYPE	PLATFORM DESIGNATION
Iran	Aircraft/Fighter/Attack	SU-27 Flanker B
Iran	Aircraft/Fighter/Attack	F-14 Tomcat
Iran	Aircraft/Fighter/Attack	MIG 31 Foxhound
Iran	Aircraft/Fighter/Attack	Tu-22B Backfire
Iran	Aircraft/Maritime Patrol	P-3 Orion
Iran	Aircraft/Helicopter	SH-3 Sea King
Iran	Aircraft/Helicopter	AB-212 Agusta
Japan	Submarine	HARUSHIO SSK
Japan	Surface Ship	KONGOU DDG
Japan	Surface Ship	ASAGIRI DDG
Japan	Surface Ship	ABUKUMA FFG
Japan	Aircraft/Maritime Patrol	P-3 Orion
Japan	Aircraft/Helicopter	SH-60 Seahawk
Japan	Aircraft/Helicopter	SH-3 Sea King
Libya	Submarine	FOXTROT SS
Libya	Surface Ship	KONI FFG
Libya	Surface Ship	NANUCHKA III FSG
Libya	Surface Ship	COMBATTANTE II PCFG
Libya	Surface Ship	OSA II PCFG
Libya	Aircraft/Fighter/Attack	Mirage 5
Libya	Aircraft/Fighter/Attack	MIG 25 Foxbat
Libya	Aircraft/Fighter/Attack	SU-22 Fitter
Libya	Aircraft/Fighter/Attack	SU-24 Fencer
Malaysia	Surface Ship	LEKIU FFG
Malaysia	Surface Ship	KASTURI FSG
Malaysia	Surface Ship	PERDANA PCFG
Malaysia	Aircraft/Helicopter	Lynx
NEUTRALS	Surface Ship/Merchant	Oil Tanker
NEUTRALS	Surface Ship/Merchant	Car Carrier
NEUTRALS	Surface Ship/Merchant	Cargo Ship
NEUTRALS	Surface Ship/Merchant	Fishing Boat
NEUTRALS	Surface Ship/Merchant	Trawler
NEUTRALS	Aircraft/Civilian	Boeing 747
NEUTRALS	Aircraft/Civilian	Airbus A300
NEUTRALS	Aircraft/Civilian	Beechcraft Turboprop

COUNTRY	TYPE	PLATFORM DESIGNATION
Pakistan	Submarine	HASHMAT SSK
Pakistan	Submarine	HANGOR SSK
Pakistan	Surface Ship	GEARING DDG
Pakistan	Surface Ship	TARIQ DD
Pakistan	Surface Ship	LEANDER FF
Pakistan	Surface Ship	HUANGFEN PCFG
Pakistan	Surface Ship	HAIBAT PCFG
Pakistan	Aircraft/Fighter/Attack	Mirage 5
Pakistan	Aircraft/Fighter/Attack	F-16 Fighting Falcon
Pakistan	Aircraft/Helicopter	Lynx
Pakistan	Aircraft/Helicopter	SA-319 Alouette
Russia	Submarine	AKULA SSN
Russia	Submarine	VICTOR III SSN
Russia	Submarine	OSCAR SSGN
Russia	Submarine	KILO SSK
Russia	Submarine	DELTA IV SSBN
Russia	Submarine	TYPHOON SSBN
Russia	Carrier	KUZNETSOV CV
Russia	Surface Ship	KIROV CGN
Russia	Surface Ship	SLAVA CG
Russia	Surface Ship	KARA CG
Russia	Surface Ship	KASHIN DDG
Russia	Surface Ship	UDALOY DDG
Russia	Surface Ship	SOVREMENNY DDG
Russia	Surface Ship	NEUSTRASHIMY FFG
Russia	Surface Ship	GRISHA V FFL
Russia	Surface Ship	KRIVAK III FFH
Russia	Surface Ship	NANUCHKA III FSG
Russia	Surface Ship	TARANTUL III FSG
Russia	Surface Ship	IVAN ROGOV LPD
Russia	Surface Ship	ALLIGATOR LST
Russia	Surface Ship	VISHNYA AGI
Russia	Surface Ship	NATYA MSO
Russia	Surface Ship	BORIS CHILIKIN AOR

COUNTRY	TYPE	PLATFORM DESIGNATION
Russia	Aircraft/Fighter/Attack	SU-33 Flanker D
Russia	Aircraft/Fighter/Attack	SU-25 Frogfoot
Russia	Aircraft/Fighter/Attack	SU-24 Fencer
Russia	Aircraft/Fighter/Attack	Tu-22M Backfire
Russia	Aircraft/Fighter/Attack	SU-27 Flanker B
Russia	Aircraft/Fighter/Attack	MIG-25 Foxbat
Russia	Aircraft/Fighter/Attack	MIG-31 Foxhound
Russia	Aircraft/Airborne Early Warning	TU-142 Bear J
Russia	Aircraft/Electronic Warfare	TU-142 Bear J
Russia	Aircraft/Maritime Patrol	TU-142 Bear F
Russia	Aircraft/Maritime Patrol	IL-38 May
Russia	Aircraft/Helicopter	KA-27 Helix
Russia	Aircraft/Helicopter	KA-31 Helix
Taiwan	Type	Platform Designation
Taiwan	Submarine	HAI LUNG SSK
Taiwan	Surface Ship	GEARING DDG
Taiwan	Surface Ship	GEARING DD
Taiwan	Surface Ship	CHENG KUNG FFG
Taiwan	Surface Ship	KANG DING FFG
Taiwan	Surface Ship	KNOX FFG
Taiwan	Surface Ship	HAI OU PCFG
Taiwan	Aircraft/Fighter/Attack	F-16 Fighting Falcon
Taiwan	Aircraft/Fighter/Attack	F-5E Tiger II
Taiwan	Aircraft/ASW	S-2E Tracker
Taiwan	Aircraft/Helicopter	S-70 Thunderhawk
United Kingdom	Submarine	TRAFALGAR SSN
United Kingdom	Carrier	INVINCIBLE CVS
United Kingdom	Surface Ship	TYPE 42 DDG
United Kingdom	Surface Ship	DUKE FFG
United Kingdom	Surface Ship	BROADSWORD FFG
United Kingdom	Surface Ship	ASSAULT SHIP LPD
United Kingdom	Surface Ship	SANDOWN MHC
United Kingdom	Surface Ship	HUNT MSC
United Kingdom	Surface Ship	FORT VICTORIA AOR

COUNTRY	TYPE	PLATFORM DESIGNATION
United Kingdom	Aircraft/Fighter/Attack	FA-2 Sea Harrier
United Kingdom	Aircraft/Fighter/Attack	MK 2 Tornado
United Kingdom	Aircraft/Airborne Early Warning	E-3 Sentry
United Kingdom	Aircraft/Maritime Patrol	MR-2 Nimrod
United Kingdom	Aircraft/Helicopter	HAS-5/6 Sea King
United Kingdom	Aircraft/Helicopter	HAS-3/HMA-8 Lynx
United Kingdom	Aircraft/Helicopter	AEW-2/7 Sea King
United States	Submarine	LOS ANGELES (688) SSN
United States	Submarine	LOS ANGELES (688i) SSN
United States	Submarine	OHIO SSBN
United States	Submarine	SEA WOLF SSN
United States	Carrier	KITTY HAWK CV
United States	Carrier	ENTERPRISE CVN
United States	Carrier	NIMITZ CVN
United States	Surface Ship	TICONDEROGA CG
United States	Surface Ship	TICONDEROGA VLS CG
United States	Surface Ship	ARLEIGH BURKE DDG
United States	Surface Ship	SPRUANCE DD
United States	Surface Ship	OLIVER HAZARD PERRY FFG
United States	Carrier	WASP LHD
United States	Surface Ship	HARPERS FERRY LSD
United States	Surface Ship	NEWPORT LST
United States	Surface Ship	AVENGER MCM
United States	Surface Ship	OSPREY MHC
United States	Surface Ship	SACRAMENTO AOE
United States	Surface Ship	SUPPLY AOE
United States	Surface Ship	CIMARRON AO
United States	Aircraft/Fighter/Attack	F-14 Tomcat
United States	Aircraft/Fighter/Attack	F/A-18 Hornet
United States	Aircraft/Fighter/Attack	AV-8B Harrier II
United States	Aircraft/Fighter/Attack	F-16 Fighting Falcon
United States	Aircraft/Fighter/Attack	F-15 Strike Eagle
United States	Aircraft/Airborne Early Warning	E-2 Hawkeye
United States	Aircraft/Airborne Early Warning	E-3 Sentry

COUNTRY	TYPE	PLATFORM DESIGNATION
United States	Aircraft/Electronic Warfare	EA-6B Prowler
United States	Aircraft/ASW	S-3 Viking
United States	Aircraft/Maritime Patrol	P-3 Orion
United States	Aircraft/Electronic Reconnaissance	EP-3 Orion
United States	Aircraft/Electronic Reconnaissance	ES-3 Viking
United States	Aircraft/Helicopter	SH-60R Seahawk
United States	Aircraft/Helicopter	SH-60B Seahawk
United States	Aircraft/Helicopter	SH-60F Seahawk
United States	Aircraft/Helicopter	AH-1W Super Cobra
United States	Aircraft/Hybrid	V-22 Osprey

CREDITS

SONALYSTS

PRODUCER: Kim Castro

PROGRAMMERS: Mel Davey, Tod Swain, Rob Costello, Mike Kolar, Dave Capizzano

SCENARIO DESIGN: Dan Bowdler, Terry Jones, Capt., USN (Ret.), John Lackie, Ray Walsh, RADM, USN (Ret.), Jack Wayne

GRAPHIC DESIGN AND ANIMATION:

Craig J. Kovacs, Kattie Konno-Leonffu, Stephen Freitas, Chris Conway, Erik Paynter

GRAPHIC INTERNS: Nate Wilson, Matt Latowski, Jason Garnier

MUSIC AND SOUND DESIGN: Curt Ramm

LOCALIZATION: Sue McConnell

RESEARCH AND DATABASE: Dave Coleman, June Hagerty, Chris Frye

ADDITIONAL PROGRAMMING: Scott Martin, Laurin Killian, Jamie Carlson, Michael Novi

DOCUMENTATION: Dan Bowdler, Sue McConnell, Dave Capizzano, Kim Castro, Rob Costello, John Smalley, Tod Swain

TESTING: John Manus, John Smalley

PHOTOGRAPHY: Ed Hallissey

SPECIAL THANKS:

The National Geophysical Data Center

ELECTRONIC ARTS

ECP: Paul Grace

PRODUCER: Ed Gwynn

ASSOCIATE PRODUCERS: John Williams, Jeff Glazier, Adela Chau

TECHNICAL DIRECTOR: Craig Suko

ART DIRECTOR: Joel Symmes

ARTISTS: Chuck Eyler, Jem Geylani, Dave Mosher, Stephen Peterson, Kent Brisley, Nick Corea, Marcelino Vilaubi, Gary Martin, Terry Fowler

PRODUCT MANAGER: David Bonacci

DOCUMENTATION: Yuri Hospodar

DOCUMENTATION EDITOR: Ede Clarke

DOCUMENTATION LAYOUT: Corinne Mah

LEAD TESTER: Sean Baity

ASSISTANT LEAD: Gary Ward

TESTERS: James Grandt, Jay Miller, Greg Garman, Gabe Gils Carbo, Jamil Dawsari, Doug Doine

PACKAGE DESIGN: ****

PACKAGE ART DIRECTION: ****

CUSTOMER QUALITY CONTROL:

Etienne Grunenwald, Benjamin Crick, Anatol Somerville, Mike Jung, Michael Parker, Robert Walker, Shane Ferguson, Jacob Fernandez, Dave Knudson, Micah Pritchard, Andrew Young, Darryl Jenkins, Tony Alexander

SPECIAL THANKS TO: Tom Boyd, Scott Taylor, Michael Becker, Mike Yasko, Dave Luoto, Phil Engstrom, Martin Griffiths, Jeff Lee, Terry Fowler

ELECTRONIC ARTS VIDEO PRODUCTION

SENIOR DIRECTOR FILM/VIDEO: Rod Swanson

LOGO ANIMATION: Bob Rossman

MEDIA LAB

DIRECTOR AUDIO/MEDIA PRODUCTION:

Murray Allen

AUDIO TECHNICAL DIRECTOR: Rob Hubbard

MOTION PICTURE SOUND DESIGN & AUDIO AND DIALOG EDITING/MIXING: Ken Felton

DIALOG EDITING: David Whittaker

VIDEO COMPRESSION: Eric Kornblum

AUDIO POST PRODUCTION, MUSIC ANNEX SF: Patrick Fitzgerald

MUSIC

ORIGINAL MUSIC COMPOSITION: Don Veca ©

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"Eternal Father, Strong To Save"

(1st verse a cappella)

Written by William Whiting

Music by John B. Dykes

Performed by: United States Naval Academy, and The Protestant Chapel Choir directed by Dr. John Talley

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VIDEO

LITERARY MATERIAL:

Flint DillePalomar Pictures

FULL MOTION VIDEO SEQUENCES:

by Palomar Pictures

CAST

SPECIAL GUEST:

ADMIRAL JULIUS BENNET, USN CINCPACFLT:
John Mahon

CAPTAIN DOUG MATHEWS, USN COMMAND WATCH OFFICER: Patrick Kilpatrick

**COMMANDER JOHN TOMLIN, USN OPERATIONS
OFFICER:** Mike White

**LIEUTENANT COMMANDER JANE COLTER, USN
INTELLIGENCE OFFICER:** Tembi Locke

**PETTY OFFICER 1ST CLASS LAWRENCE INGRAM,
USN OPERATION SPECIALIST:** Randy Goodwin

**PETTY OFFICER 1ST CLASS MICHAEL LEVINE,
USN OPERATION SPECIALIST:** Randy Becker

ANDREA GREY GBS REPORTER (VOICE-OVER):
Sue Turner-Cray

PETTY OFFICER R. SPEAR, USN: Dan Frank

CAPTAIN US SUBMARINE (VOICE-OVER):
Dan Frank

PETTY OFFICER T. GUERINO, USN: Roth Hyght

PETTY OFFICER A. HAYNES, USA:
Mike Consoldane

PETTY OFFICER P. SKREBYS, USN: Holly Lorge

PETTY OFFICER J. OLSON, USN: Minh Collins

IN GAME VOICE OVER: Julie Eccles, Alex Pels,
Stephen Stanton, Jim Medellin

VIDEO PRODUCTION / CREW

EXECUTIVE IN CHARGE OF PRODUCTION:
Tony Shiff

EXECUTIVE PRODUCER: Larry Shapiro

DIRECTOR: Randy Spear

PRODUCER: Melonie Kastman

PRODUCTION MANAGER: Tasha Visconti-Guerino

PRODUCTION COORDINATOR: Amy Haynes

1ST ASSISTANT DIRECTOR: Raphael Orozco

2ND ASSISTANT DIRECTOR: Sally Sue

DIRECTOR OF PHOTOGRAPHY: John Skotchdopole

CASTING: Shana Landsburg Casting

VIDEO TECH/OPERATOR: Russel White

GAFFER: Mike Adler

BEST BOY: Chris Weigand

ELECTRICIAN: Al Demayo, Tad Eto

KEY GRIP: Mike Popavich

BEST BOY / GRIP: Ray Chase

GRIP: Jerry Sandege

PRODUCTION DESIGNER: Patrick Parkhurst

SET DRESSER: Martin Whist

SWING: David Vensky

ART DEPT COORDINATOR: Orla Asawa

CONSTRUCTION COORDINATOR: Tom Stapleton

LEAD SCENIC: Tony Egan

PROPS: Steve Shroyer

ASSISTANT PROPS: Brian Sato

SOUND MIXER: Dan Kent

BOOM: James Eric

VTR TECH/OPERATOR: Paul Skrebys

SCRIPT SUPERVISOR: Catherine Smythe

STYLIST: Justin Greenburg

ASST WARDROBE: Katie Mehan

SEAMSTRESS: Patricia Koehnen

MAKE-UP: Lori Matyska, Mary-Ellen Howe

STILL PHOTOGRAPHER: Autumn De Wilde

VIDEO PRODUCTION (BEHIND THE SCENES):

Dani Michaeli

CRAFT SERVICE: Peter Maldonado

PRODUCTION ASSISTANT: James Epstein,
Jason Olson, Malcolm Friedberg, Jeff Goodman,
Jackson Walker, Robert Barone, Kelly Salmon

VISUALS

STOCK VIDEO AND PHOTOGRAPHY: AIRBOSS

FILM & VIDEO STOCK SHOTS: Vladimir Konev,
Avikemp, Moscow

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Geological Survey

SONALYSTS, INC.

POST PRODUCTION

EDITOR: Todd Muscat

ASSISTANT: Brad Arkin

EDITORS: Gregg Steele

GRAPHICS: Thomas Kobayashi

GRAPHICS: Chris Murphy

COLORIST: Clark Muller

HENRY ARTIST: Patti Gannon

POST MEDIA FACILITIES: 525 Post Production

BUSINESS / LEGAL AFFAIRS

TALENT SERVICES: Crocodile Productions

SR. ASSOCIATE, BUSINESS AND LEGAL AFFAIRS:
Sheri Sarkis

PAYROLL SERVICES: Karen J. Koden Company

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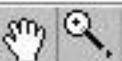


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